First baby steps, colonizing and gaining our first planet level

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What we are going to do?

1. Explore the nearby star systems by sending out the scout ships
2. Prepare to colonize our first planets
3. Produce more colonists

Some Rational
In all 4X games, industrial capacity basically decides how fast your can build those giant pew-pew death dealers that you can use to crush your enemies with.

And it's no exception in SR2. As a general rule, having more high level planets will mean having more industrial capacity. So our immediate objective is to build up our economy.

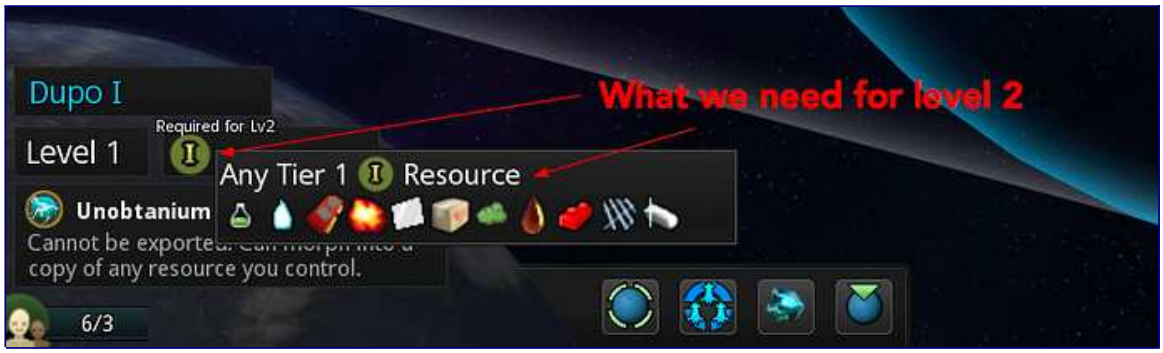
As beginners, there are many things to consider:

1. At it's most basic level, a high level planet will have more workers which mean it will have more industrial capacity
2. Planets can specialize by having specific resources shipped to them, as long as there is enough excess pressure (which is what the game calls capacity), the resource will be able to generate a resource value
3. Planets can build special buildings to take advantage of resources shipped there and utilize multipliers.

Needless to say, it can get quite complicated and interesting in how you combine resource and specialization.

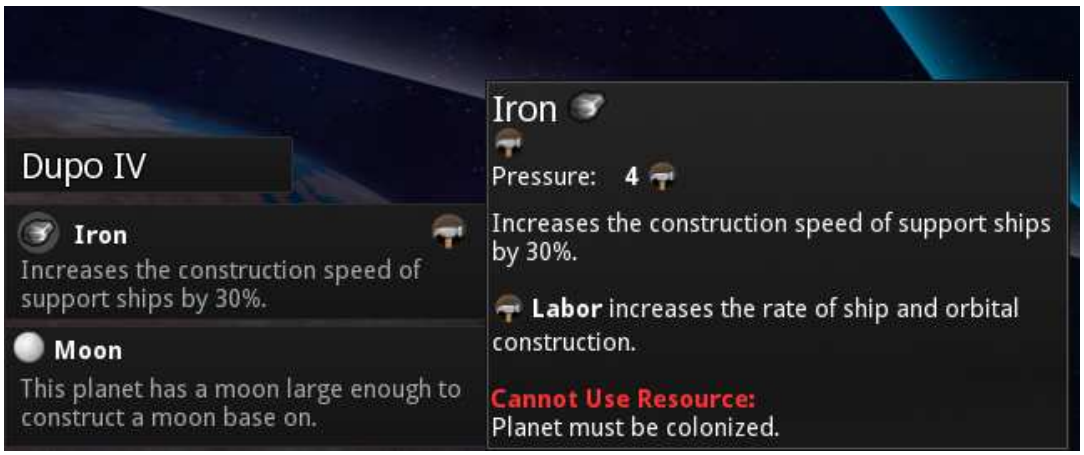
For now in our immediate future, we'll expand our industrial capacity by focusing on point 1. Expanding our population. Which means upgrading our planet.

Let's click on our planet Dupo I and examine our information panel. Hover over the "I" circle and see that it tells you that a level 1 resource is needed at Dupo I to upgrade it to level 2.



0012.png770×228 138 KB

So how do we find a Tier 1 resource? Iron, which is found on Dupo IV. is not in this list so colonizing this will not help us level up Dupo I.


Dupo IV
Iron
Increases the construction speed of support ships by 30%.
Moon
This planet has a moon large enough to construct a moon base on.
Iron
Pressure: 4
Increases the construction speed of support ships by 30%.
Labor increases the rate of ship and orbital construction.
Cannot Use Resource:
Planet must be colonized.

So what do we do? We find what is available at the other star systems! Send out the scouts!

Zoom the galaxy map where you can view the neighbouring systems comfortably. Now click on a scout.

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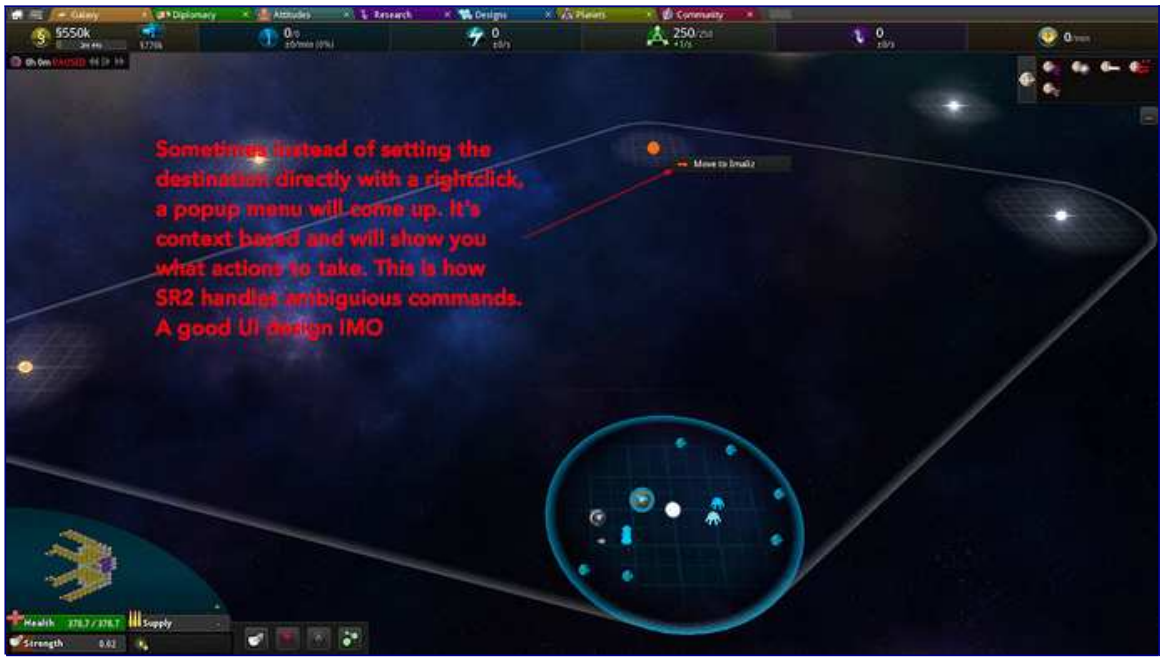
Let’s send the scout to the system on the left as we’ll prefer to expand towards the center of the galaxy. Right click near the open space near the star system. You will see a green line plotting out the path the scout will take. A right click is used. So it’ll take the path to travel there. We are still paused.

Screen Shot 2016-09-02 at 10.32.38 PM.png1024×576 506 KB

So now, let’s issue another explore command to the other scout, this time, we’ll make it go to the star at the top. Right click onto the star.


Sometimes instead of setting the
destination directly with a rightclick,
a popup menu will come up. It's
context based and will show you
what actions to take. This is how
SR2 handles ambiguious commands.
A good UI design IMO

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We note here that due to scale of the UI, the designers made a very good approach to ambiguous commands. If the UI can figure that you are clicking on an open space, it will plot a route. Else a context menu will pop up. Go ahead, left click on the menu item to select move to star and a plot will be shown.

Now, before we un-pause, and proceed. I’ll need to remind ourselves that we are the Mono.

Race Mechanics: Mono We are robots. And robots do not procreate by natural means. This means that our “colonists” which are currently in a box in a warehouse must be manufactured when they are used up.

In a RTS, every second counts. So instead of wasting time, let’s put our industry to use. Let’s build some additional colonists. Some may argue for building some buildings to boost productivity. But I typically find myself wishing for more colonists in this phase of the game. So lets do that.

Double click on the planet Dupo I

This is the planetary screen which you have probably encountered in the tutorial. I’ll highlight the interesting stuff that concerns us at this stage in the picture below.

Dupo I
1) Population
2) Income
3) labour per minute
4) What you need for next level
5) What resources planet has. Those that are shipped here are also displayed.
6) If you have a big screen (I use 1920x1080), you'll also get to see this. Smaller displays omit this. It shows as a summary what is need for level ups.
7) Click this tab
Construction
6 Labor/min
Combat
Exploration
Level 1

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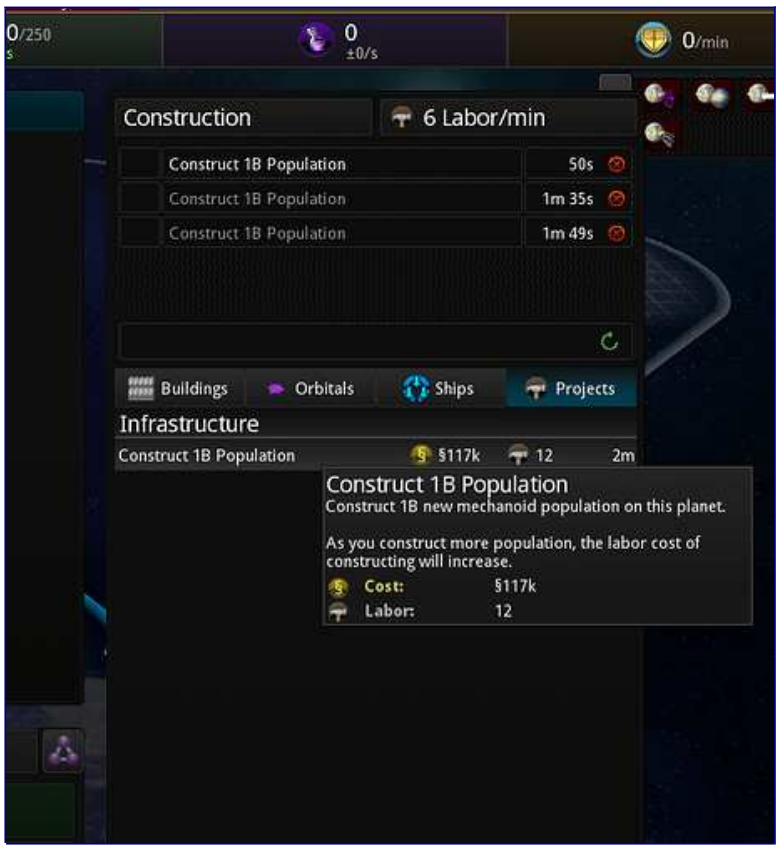
We note that even though the planet only produce 220K, we somehow get 770K planetary income from just owning this. I think the game has a boost for the home planet to signify that it’s a starting planet or it has a hidden absolute value added to the planetary budget portion to assist the starting position.

Click on the production tab. And produce 3 population to be used as colonists for us.



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Click on construct 1B Population 3 times. You will see that as we produce more colonists, the incremental costs increase. Also the build times increases. This reflect the reduced efficiency when we have an overpopulation of stored robots. Don’t worry too much at this stage. We can nitpick and just produce 1 now and produce more as we send out the colonists. But we’ll try to not micro too much at this stage and just play more naturally. After we improve ourselves, we can tackle this like a true competitive RTS and max–min every action.

Right click outside the Planetary screen and get back to the galaxy screen. Now un-pause the game (spacebar if you had previously keybind or the default “p” or click on the timer control at the top left corner) and lets see the scouts travel to new unknown worlds!

Summary

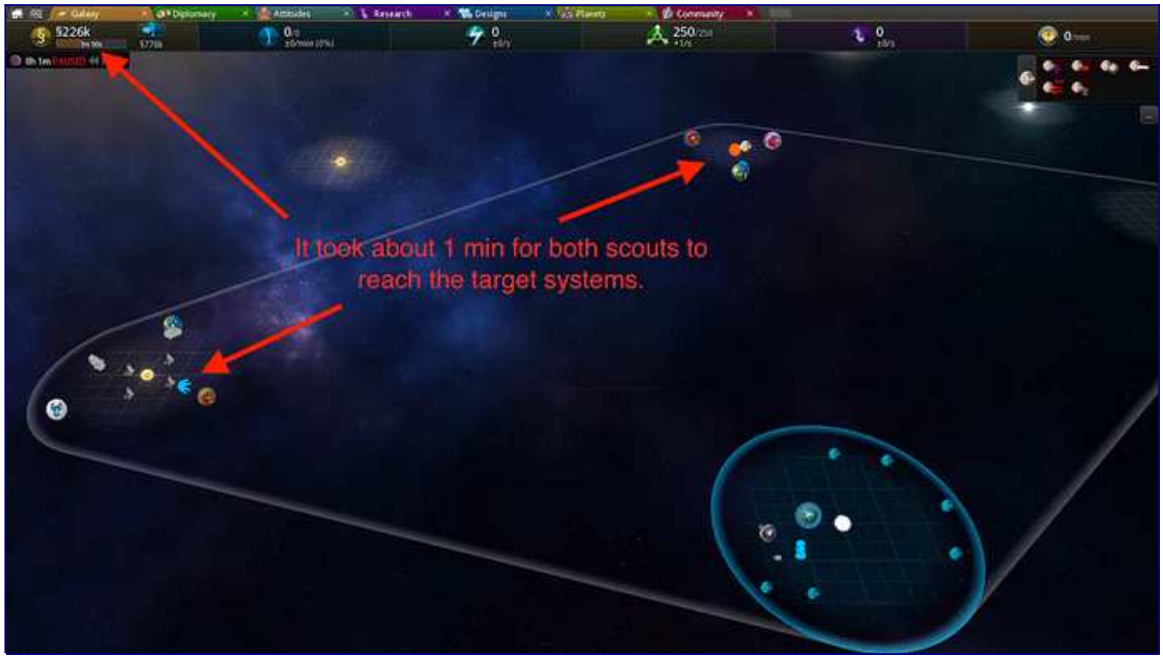
We have:

1. Sent out our scouts
2. Built more colonists in preparation for colony building
3. Unpaused our game

Now we await the results for the scout’s exploration

First baby steps, colonizing and gaining our first planet level (Continued)

The scouts we have sent out are travelling in non-FTL speeds. Although they are not in FTL travel, they do not take long to reach the target systems.



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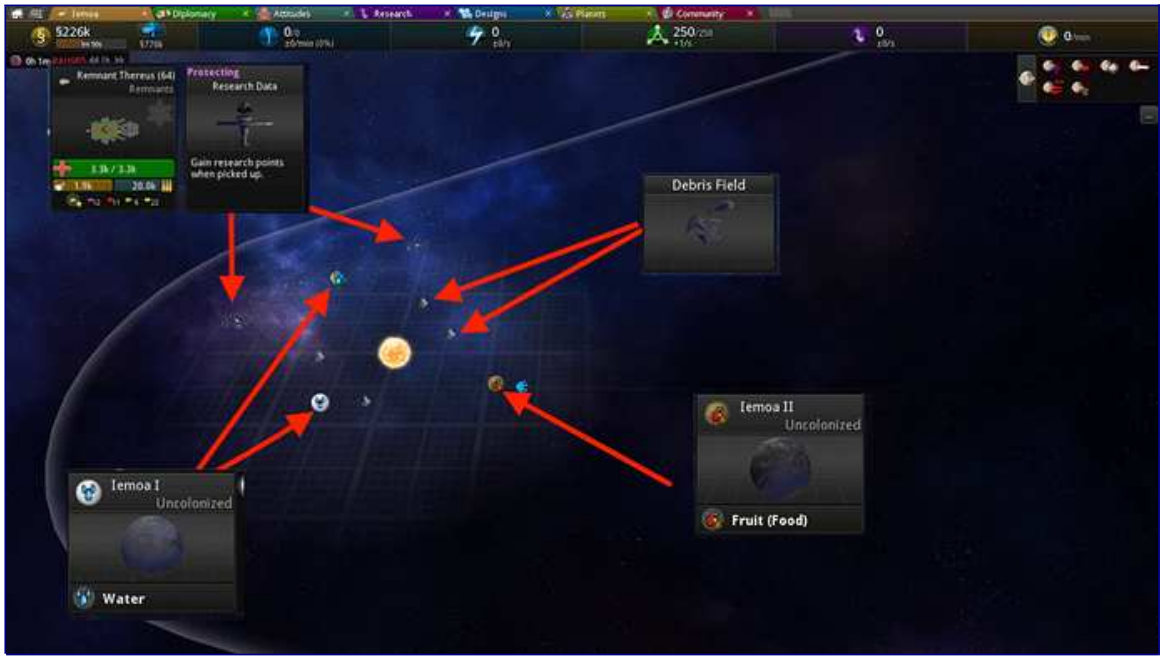
Interface Tip: Game Speed You can speed up by pressing the >> button next near the pause/play controls if you are really impatient. The default keybinding F7 increases the speed. and F5 decreases the speed. F6 resets the speed to realtime. Normally during the initial stages, I tend to go slow, later when the economy is humming along or when we're waiting for really long build times, then we'll increase the speed.

Now let us see what the scouts have found! Take a look at my Galaxy screen below. You will note that information is presented in a clean iconic way. As long as you understand what it means =).

Let's see what we have. Pause and take a look.



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We have the following:

1. 2x water planets
2. 1x food planet
3. 4x Debris fields
4. 2x Remnant fleets

Game Mechanic: Water and Food Unlike the Mono, other races require water and food to establish and grow a planet. So in addition to Tier 1 and Tier 2 resources, a planet will need food and water to be imported for it to grow in levels. As the Mono, being robots. Food and Water is not required. Which is why you see on you planet details that only 1x Tier 1 resource is required to grow to level 2 for our planet Dupo I. This also means that we have hit a system that we cannot immediate put to use in our growing economy. Not to worry. We will not write off these planets because a bit later, we will be making use of these seeming useless planets to make our economy much more powerful! More on terraforming later!

Game Mechanic: Debris Fields Debris fields are like treasure chests similar to the orbs we have in our Mono starting system. To see what they contain, we need to scan them with a ship equipped with a scanner. Which our scouts naturally have.

Before we send the scout to scan the debris, there is something we also note in the system. Space Monsters!

Ok the Remnants are supposed to be relics of an ancient space faring empire. The game Lore hints at a possible relation to the First (the DLC expansion race). It’s very vague and leaves it to our imagination to work out the possibilities.

For our purposes, and as beginners, the Remnants fleets look scary. They are like the Guardian in the MOO, we would like to fight them for the treasure they are guarding but will most probably be obliterated!

Look at the size of that thing!

Ok comparing our starting dreadnaught to the 2 fleets shows us that it’s a no contest. We’ll stay away from these baddies for now. We will not be making use of the system anyway in our immediate future.

We do note that the space monsters are guarding some cool research data and a HP boost that we can use on our flagships. So we make a note and we’ll come back.

Does this mean that we are done with the system? No. Because we have 4 debris fields to scan. The presence of the fleets is annoying. This means that we’ll need to keep the scout out of the range of the fleets while we are scanning.

How do we scan?

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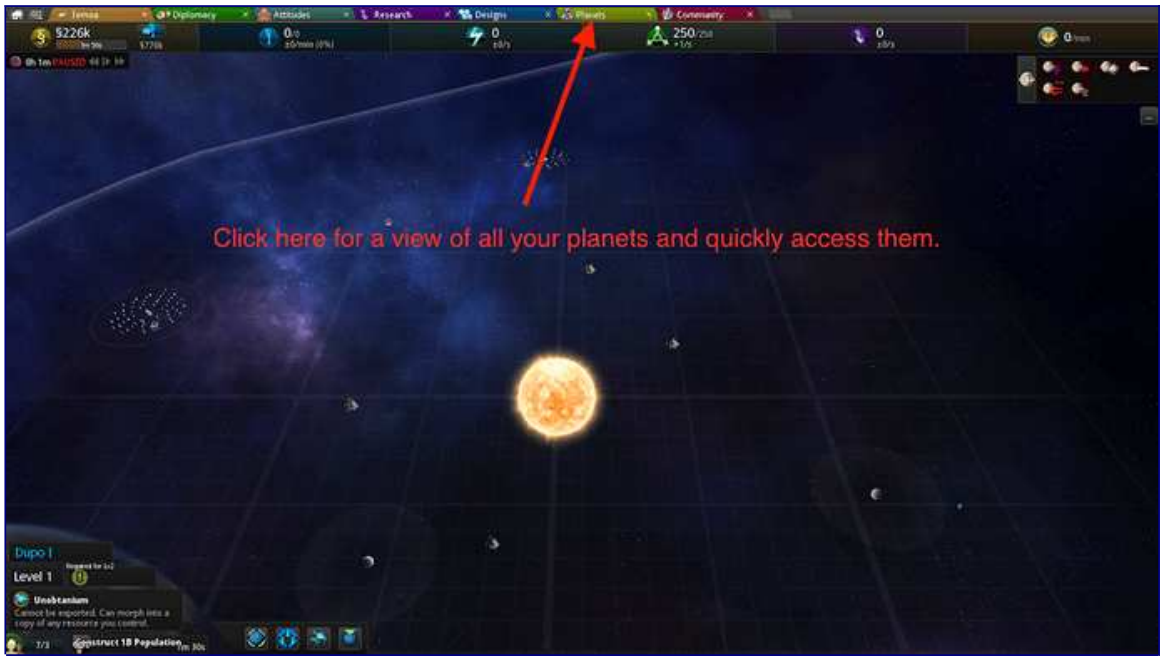
A quick analysis of the situation shows us that we'll probably be out of range of the Remnants if we scan the 2 lower debris fields. The other 2 upper field *may* come into range. At this stage, the scout have no chance against the fleets. So we'll be careful and take some precautions.

In an RTS, I like to prepare for setbacks. Since we'll be taking a risk here, I'll like to make a backup scout from the home planet Dupo I.

Interface Tip: Quick Planet Access The SR2 design allows us to very quickly jump to any planets that we are interested in. Let me introduce the Planets tab.



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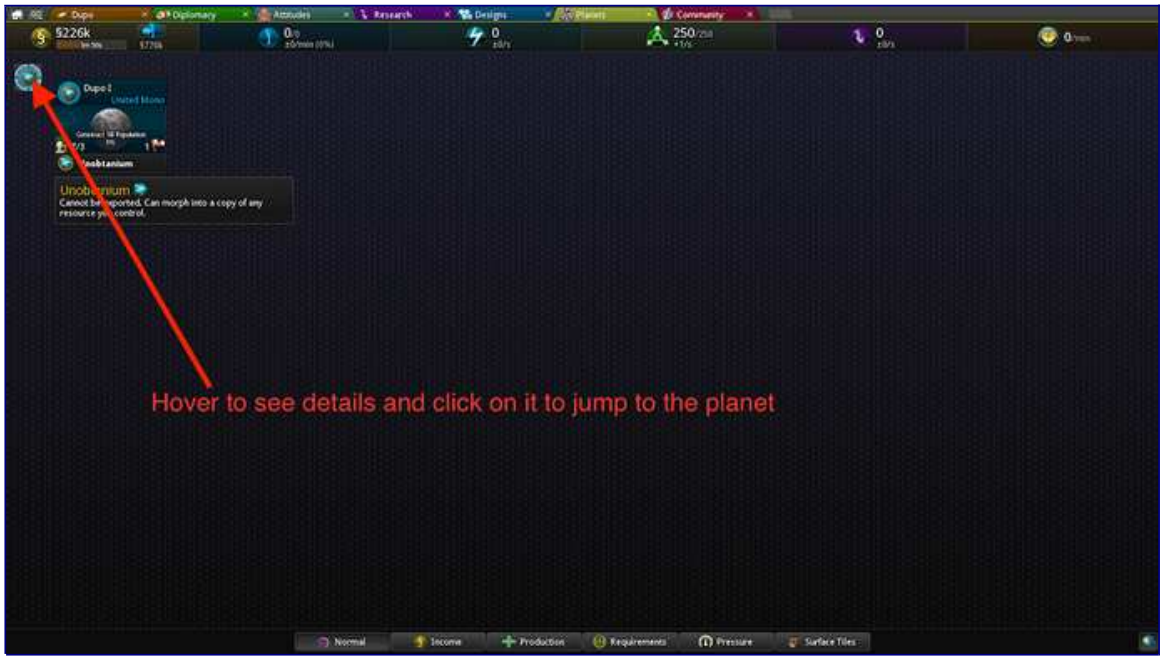
The Planets tab display a summary and very big overview of all your planets. This is an invaluable screen as our empire expand. It allows us to keep tabs on things and gives a very good picture of what is happening in the empire in terms of the economy and industry.

Do you notice that we are at 7/3 population in our Dupo I. Yup, we had built our first 1B colonists, which will be put to use shortly.



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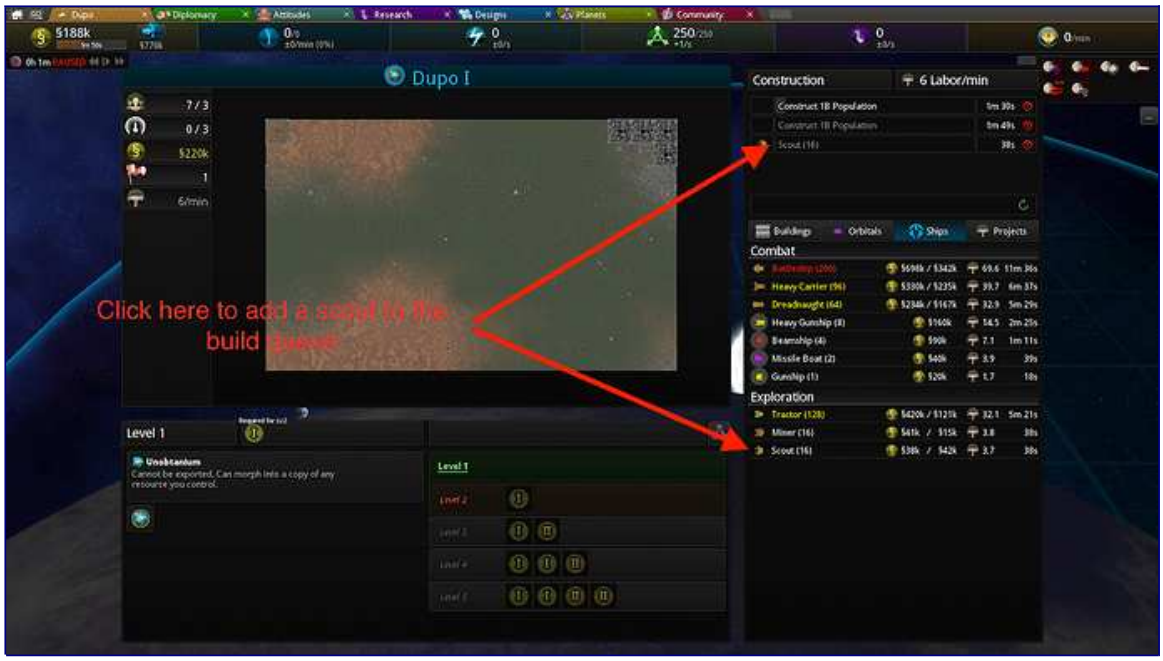
Left Clicking on the planet will being us to the planetary screen.



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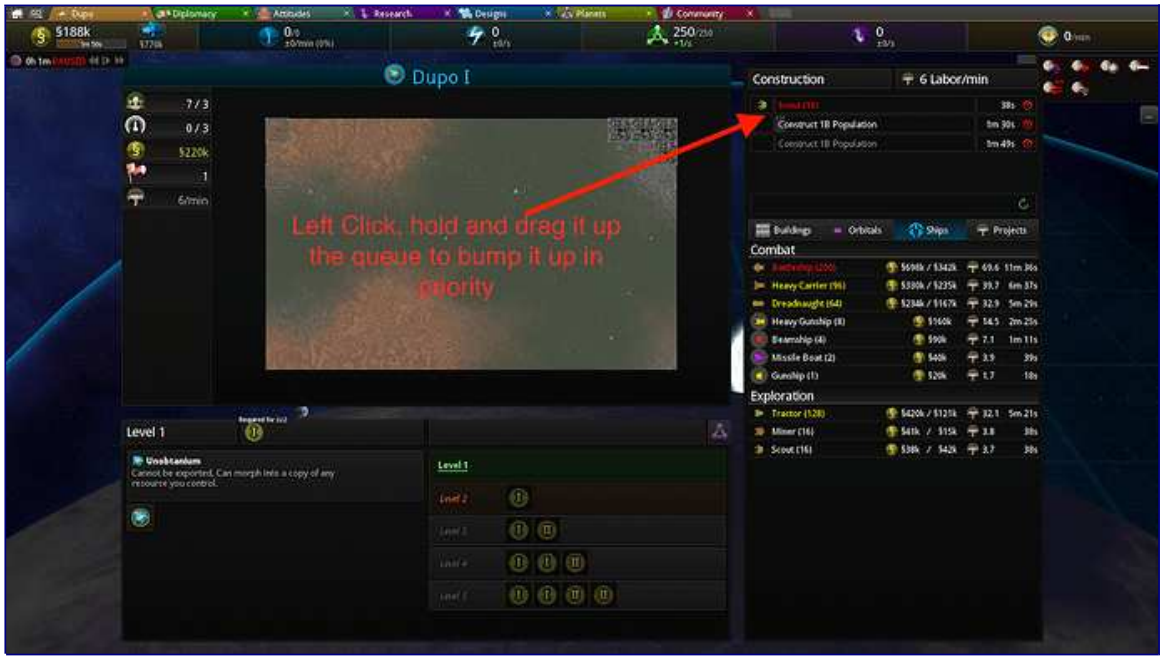
We issue a build command to build a scout ship.



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And move it up in priority so that the scout will be immediately build when we unpause later.

Interface Tip: The production queue holds all the stuff you have queued up. The only limitation seems to be your budget. Meaning as long as you have budget, you can add stuff to the production queue. To reorder priorities of the build, left click and drag items in the queue to reorder them.

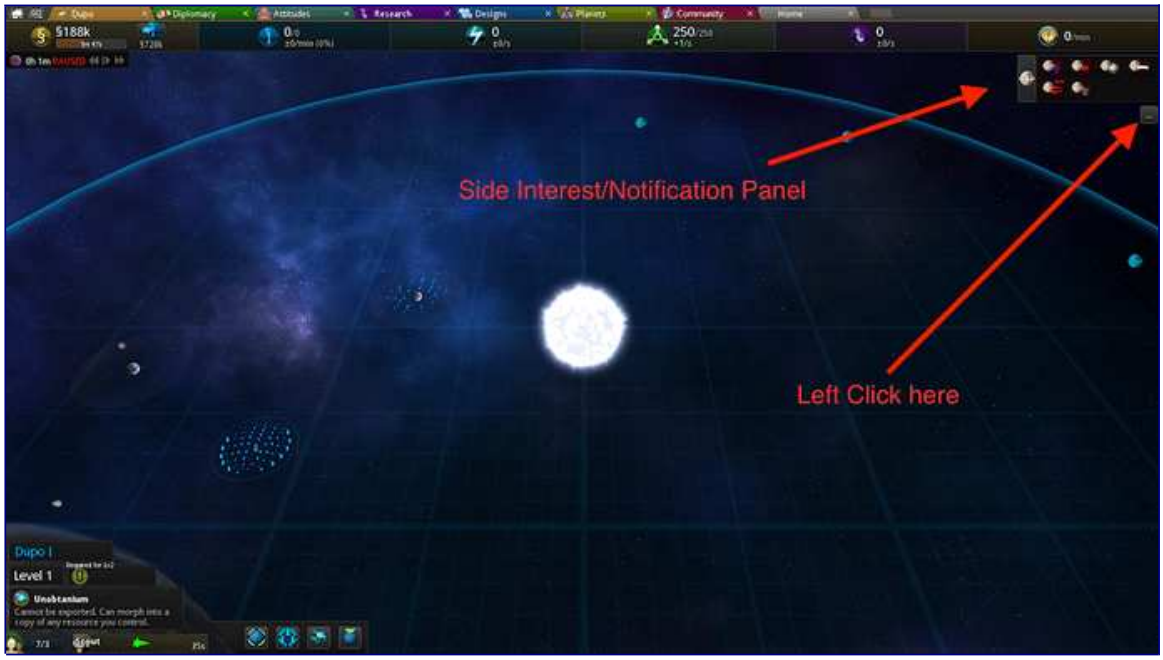
Game Mechanics: Production and Budget When you add things into queue, you will notice that the budget gets reduced. You can obtain a refund by dismissing/cancelling a build item in the queue IF AND ONLY IF the current budget cycle is not completed. Meaning, if you ordered a 200K build item and you are at 2m 59s into the budget cycle, if you cancel the order, you'll get a full 200K refund. But if your order is keyed in. And the budget cycle starts at 1 sec again, cancelling the 200K item you ordered in the last cycle gives you back nothing.

Now that our scout is ordered. Let's head back to the star system and instruct the scout to perform a debris scan.

Ok, let's right click and exit the planetary screen. You will notice that you're back at the galaxy screen with no easy way to get back to the scouts.

Let's fix that.

Interface Tip: Side Panel Quick Access and Notification Take a look at the right side of the Galaxy Screen. You will see some icons that do not make sense to us beginners. It's actually a quick access/notification/interesting panel. Go ahead and hover over the items to get a read. You can add other interesting things so that we can more easily track our stuff. Let's add the scouts here.



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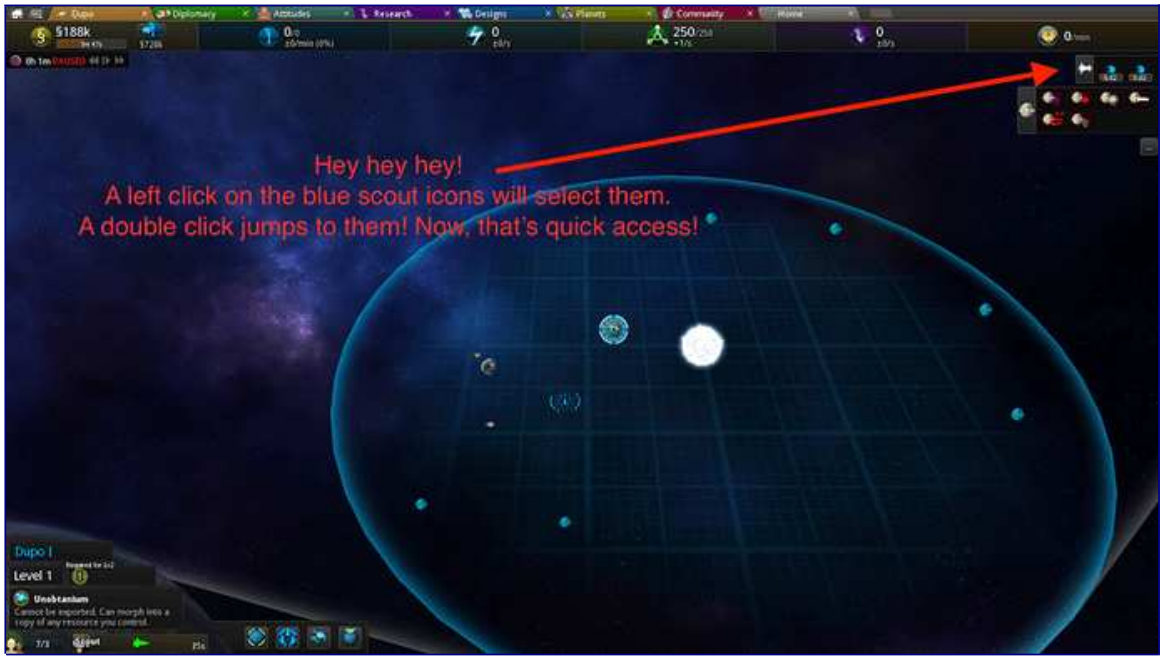

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Add Civilian Flagship to the panel and you will see the scouts appear.
A double click to the scout brings us to the scout on the Galaxy screen.

Game Mechanics: Flagship vs Support ship Terminology In SR2, a flagship is an independent unit that can be issued individual orders like move, attack, FTL etc. A support ship is something you attach to a flagship. They cannot be independently controlled apart from being attached to something else. So a scout ship is a flagship and a miner is also a flagship as much as a space cruiser bristling with weapons and defences. Flagship just mean it's an independent unit in SR2 jargon.

2) Then Right click a debris field
to bring up the context menu.
3) Then Left click the Scan
Anomaly to instruct the scout to
perform a scan
1) Left click the scout to selected
it. (If not already selected.)

004.png1024×576 518 KB

*

We issue a "Scan Anomaly" command to the scout.

Interface Tip: LEFT - RIGHT - LEFT Clicking SR2 UI requires us to have something selected before orders can be performed in the Galaxy screen. It works uniformly on all objects. Here we want our Scout to do something. So it MUST first be selected with a LEFT CLICK. We want the scout to target a debris field for scan. so the target must be RIGHT CLICK'ed. SR2's UI will then know that we want the scout (left click) to ACT on the debris field (right click). This will bring up a list of all actions that the scout can perform on the debris field, so you LEFT CLICK on the action in the menu. Once you understand that Left Click (agent) Right Click (target) Left Click menu (action), you will be able to figure a whole ton of things you can perform on anything on the Galaxy screen.

Ok, we've issued the command to the scout. Let's take a look at the other star system we scouted!

First baby steps, colonizing and gaining our first planet level (Continued 2)

Let's check out the other system!

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We find:

1. 2x Food planets
2. 1x Special Orb that must be activated with energy
3. 1x Tier Planet: Chemical Resource

Game Mechanics: Resources The economy of SR2 is based on different types of resources. Take a look at your top bar.

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We have:

1. Budget ($$$), we have already encountered this. It's mainly used to build things.
2. Influence, this is the diplomatic currency. We use this to buy special cards and to activate the cards.
3. Energy, this is used to activate special powers or orbs. We saw how the Mono started off with some orbs. If we accumulate enough of energy, we can activate orbs which brings special effects like, making orbital stations, activating ancient abandoned spaceships and stations, creating new planets or even new stars!
4. FTL, this is used whenever we perform FTL travel. Mono also uses this when they teleport colonists to colonise planets. We'll see how important this is in a while.
5. Research, in SR2 research is mainly purchased with research points. When we accumulate enough research points, we can spend them on the research "tree", it's actually a web, to unlock new technologies.
6. Defence, defence is a special resource that is automatically used empire wide to help build support ships for defence of planets. We'll go into this later.

As you can see, all our resources at at 0 production rates. Only our FTL is accumulating at 1/s. But it's capped at 250. This is because we can only store 250 FTL. Later we can build structures to accumulate more of this crucial resource. But more on that later.

So how do we increase the production of these resources? By colonizing Tier 1 resource planets and using the resources.

Let's take a look at the resource planet we found at the star.

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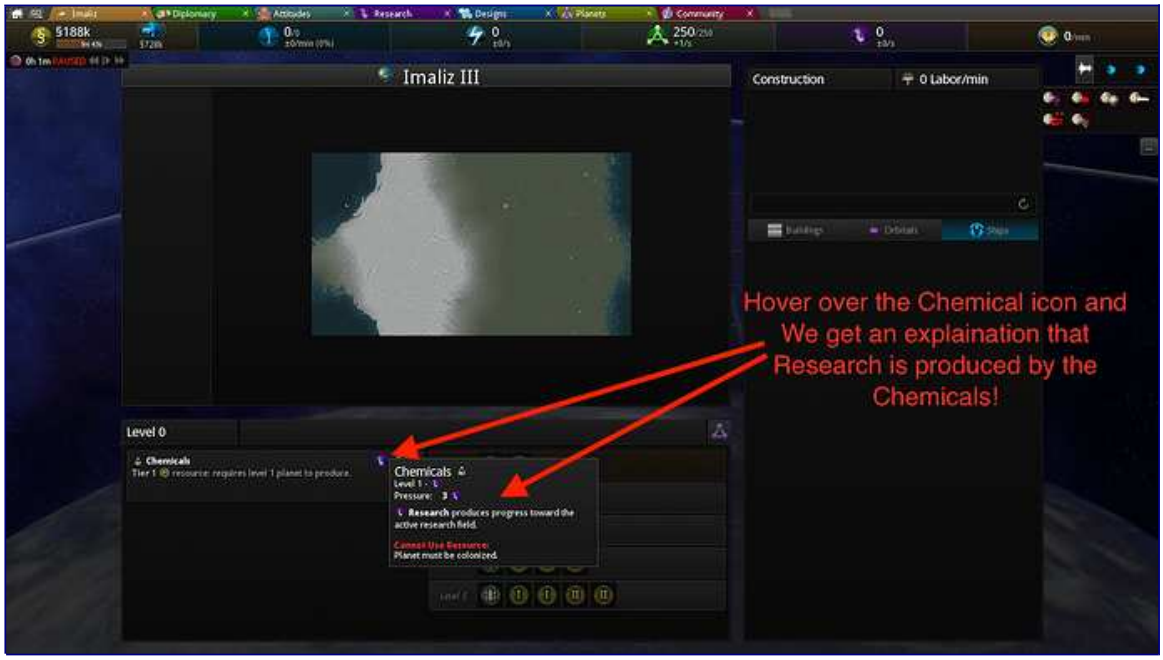
You will wonder what does Chemical do. Let's find out. Double click on the planet.



[004.png1280×720 496 KB]

To get an explanation on what the Chemical does, we just go into the planetary screen and hover our mouse over the Chemical icon. The UI tells us exactly what it’s for!

Game Mechanics: Resources and Types To add flavour to the game, the game designers have named the resources on each planet with names like “Plastics, Chemicals, Explosives” etc etc. This will require us to get familiar what each resource type actually does. Chemicals --> Research, Explosives --> Defence etc.

As you get more familiar with the game, the resource types will start to make sense. So don’t worry too much about knowing everything. You can always check the exact meaning by just double clicking on a planet and reading the tooltip to find out what resource each resource type contribute to.

Now we have a Tier 1 resource planet. We want to increase the level of our starting planet to level 2. The requirement is that we need to import a tier 1 resource. So let’s get it going!

I typically zoom out to get a view of the planet I am sending colonists from and the target planet in the screen.

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Now, LEFT CLICK Dupo I, RIGHT CLICK our target Imaliz III, and LEFT CLICK “Transfer 1B Population (42 FTL)”

4) Our FTL is used
3) It's colonized immediately!
2) RIGHT CLICK target planet,
LEFT CLICK "Transport 1B Population"
5) The population drops
from 7/3 to 6/3
1) LEFT CLICK Dupo I

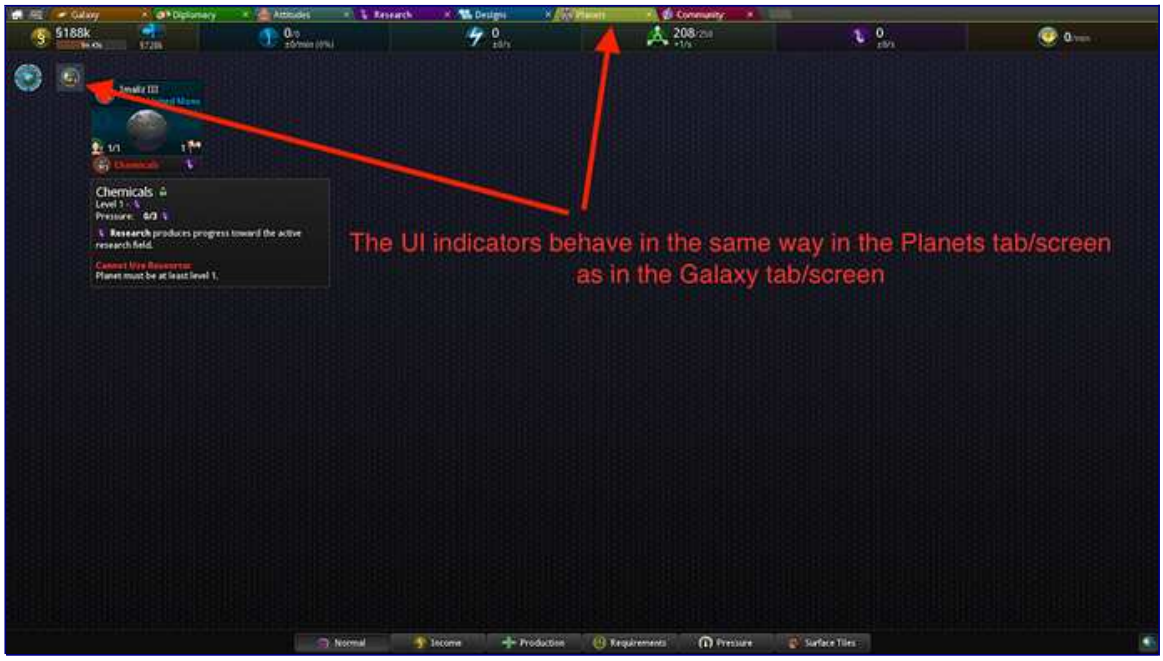
006.png1024×576 555 KB

As you can see, a new colony is founded! Our FTL is used, and 1 unit of our robots brethren is shipped over!

But wait… something’s wrong…

Interface Tip: Planets health indicator The planets have rings surround them. A blue ring indicates everything is working as it should. A red ring means something is wrong.

Let’s take a look and see what is wrong with the planet. Note that this the same UI scheme for indicating planet health is also present in the Planet Screen.



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Double click on the unhealthy planet and see what’s wrong.

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Ah! We see that the game have not updated the status of the planet due to the pause. Let’s quickly unpause and then pause again. Here is the updated view.

Imaliz III
Construction
0 Labor/min
1) Our planet has 1/3 population
2) The planet is still level 0
and as you can see a level 0 planet
causes a negative income of 80K
Infrastructure
4) Here we see the requirement for level 1
we need 2 population
Level 0
0/3
3) The planet is not generating any chemicals

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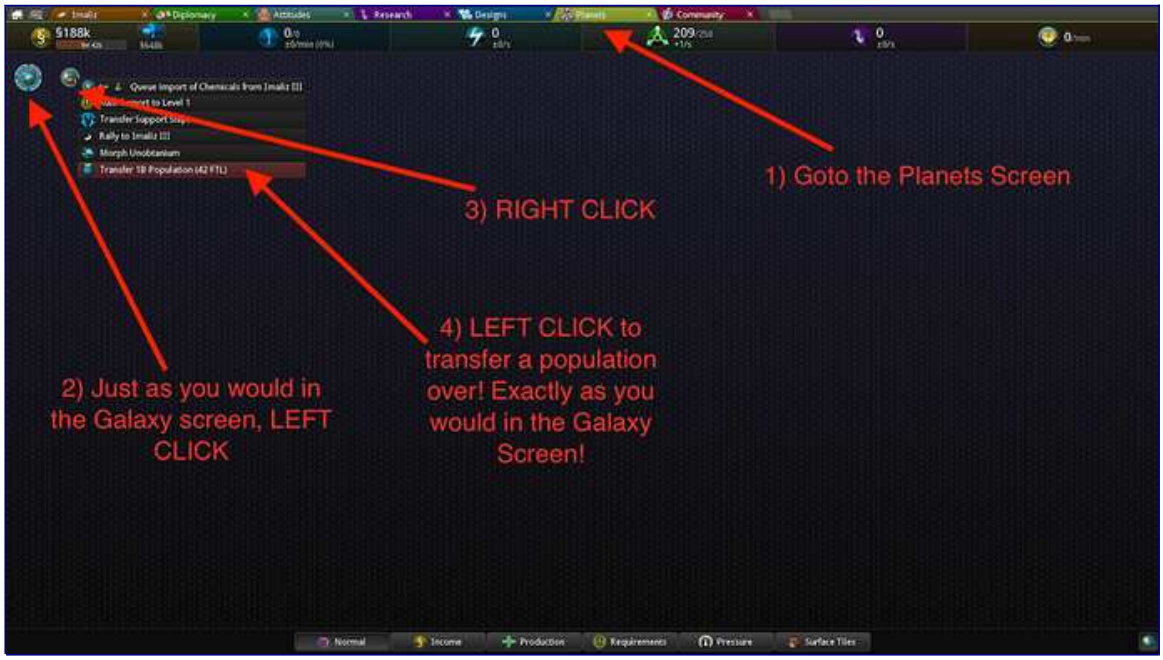
Aha! We see the problem, we don’t have enough population on our planet!

Game Mechanics: Minimum population level Each level of a planet has a minimum population for it to work properly. A level 0 planet needs 1. A level 1 planet needs at least 2 population. A level 2 needs 6 and so on. It is critically important to have the minimal population on your planets. Else everything stop working.

Game Mechanics: Planet Level and Income A planet of level 0 will cause a deficit in our income. It may seem like a small amount 80K. But if you have too many of these, the amount stack up really fast.

Let’s repair the situation and send another colonist over. You can of course go to the Galaxy screen and perform the transfer. But let me show you something really cool. Let’s visit the Planets screen.


1) Goto the Planets Screen
3) RIGHT CLICK
4) LEFT CLICK to transfer a population over! Exactly as you would in the Galaxy Screen!
2) Just as you would in the Galaxy screen, LEFT CLICK

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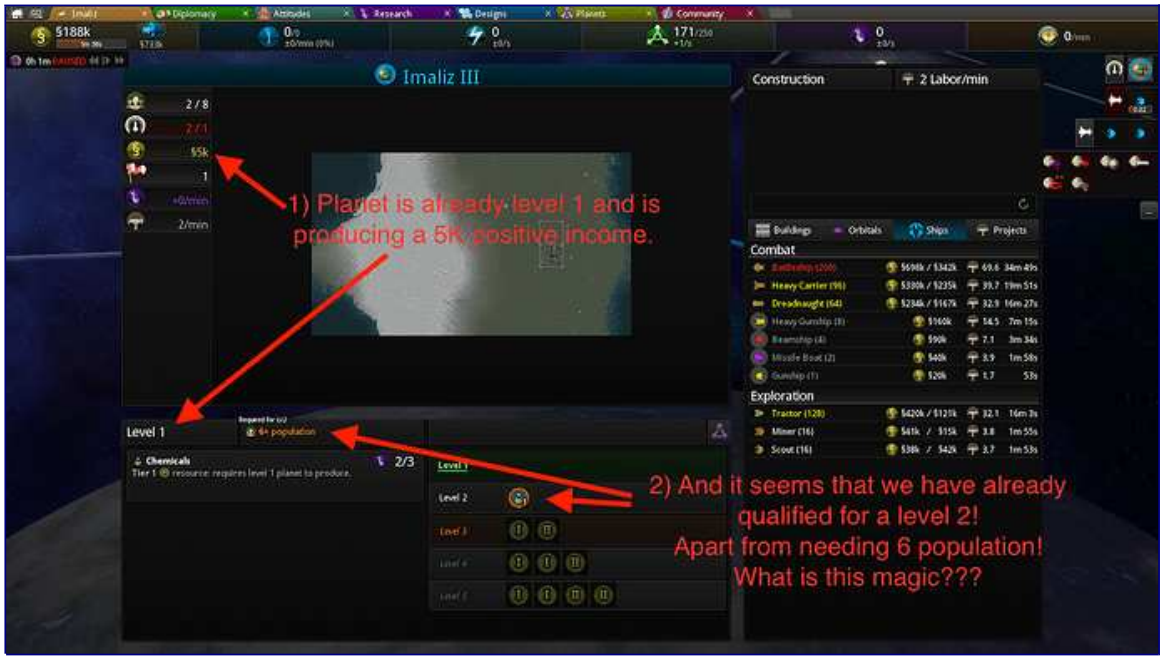
Now you can perform what you did in the Galaxy Screen in the Planets Screen! LEFT - RIGHT - LEFT click! The advantage of the Planets Screen is that it only displays things you are interested in. In this case it’s our 2 planets.

We perform the transfer. Now, unpause the game and pause it again for the status to update. Let’s go and check out our Galaxy Screen.

We see something interesting here. On the galaxy screen, you will see the planet with an orange ring.

You can see that now. The planet has an orange ring. That is weird! Didn’t we just sent 2 colonist over? It should now be a level 1 planet right? Why is it still orange?

If you double click the planet, you will get a clearer picture.


Imaliz III
Construction
2 Labor/min
1) Planet is already level 1 and is producing a 5K positive income.
Level 1
2/3
2) And it seems that we have already qualified for a level 2!
Apart from needing 6 population!
What is this magic???

015.png1280×720 594 KB

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The answer lies in a very powerful advantage of the Mono Race!

Race Mechanics: The Mono's power Mono does not need any food, so on a level 1 planet, they basically does not need any inputs apart from having 2 population. On a planet with a Tier 1 resource present, all Mono level 1 planets automatically qualifies for level 2! As long as you can get 6 population onto the planet! With other races, you will minimally need 1X Water, 2X Food and a Tier 1 resource to qualify. For the Mono, the requirements is drastically reduced!

But what we'll do here is now to ship out the Tier 1 resource to Dupo I our starting planet. So that Dupo I can become a level 2 planet. Let's do that!

Left Click on the planet with a Tier 1 resource and hold and drag and drop unto the target planet, Dupo I. This makes Dupo I import the Tier 1 resource and it will become a level 2 planet if it has enough population.
Dupo I
Unobtanium

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On the Galaxy Screen (or the Planets Screen), you can click and drag the resource to import the resource into Dupo I. You can also use the “LEFT CLICK - RIGHT CLICK - LEFT CLICK” to export the Tier 1 resource into Dupo I.

Let unpause and pause and update our screen!

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Our level 2 Dupo I is updated! Remember when I said that you need a minimal of 6 to make the planet work? That was not a typo. Because Dupo I does not have a Tier 2 resource, it does not need the minimum 6 population to work properly as it does not have anything to export. The starter planet may also be special as it does not seem to to have the requirement like other planets do, so we’ll keep this discrepancy in mind as we move along. The 6 pop for level 2 planets still hold for other planets we colonize.

Ok now we have expanded and is on our way. Let do something with the scout. Let it auto explore!

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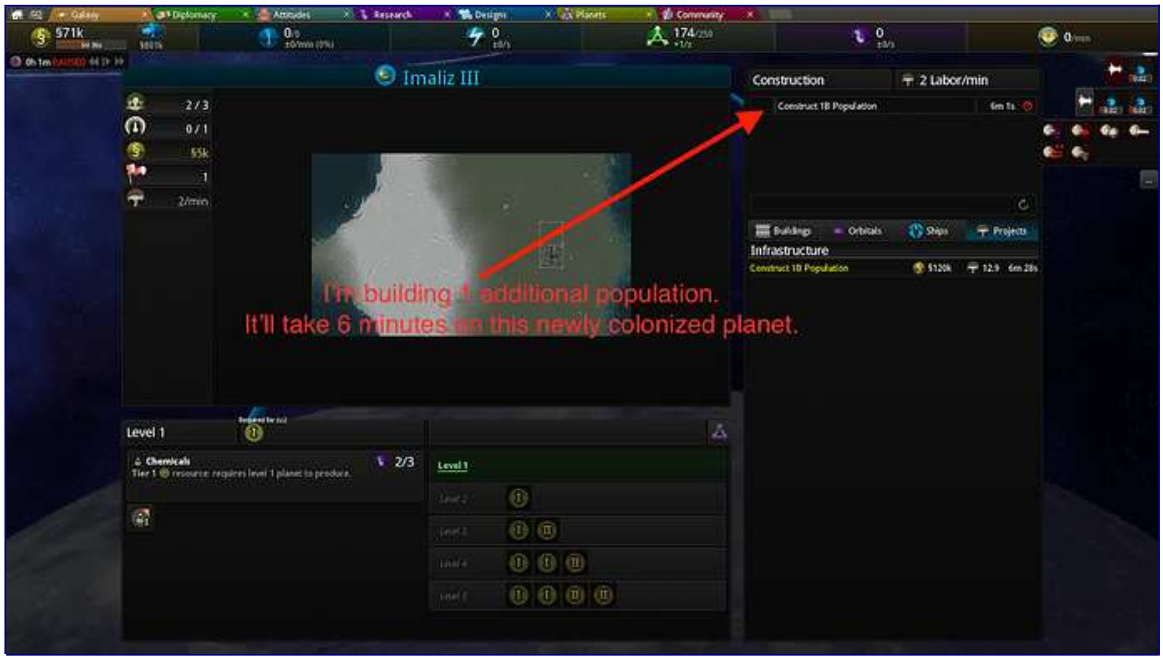
Our new planet is at 2/3 population and is not operating at maximum efficiency. Double click it to go to the planetary screen and build 1 population.



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Ok things seems to be in order.

Summary

1. We have added a new colony with checmicals which will contribute to research. We have expanded with 1 more colony.
2. Our scout is scanning the debris field.
3. Our other scout is on auto-explore.
4. We have another scout queue in production and the main planet is building additional colonists.
5. We have learned quite a lot about the interface.
6. We not that the usage of the pause function means that we’re only about 1.5 minutes into the game!

Next steps, await the result of the next explored star system and see what we find at the debris field!

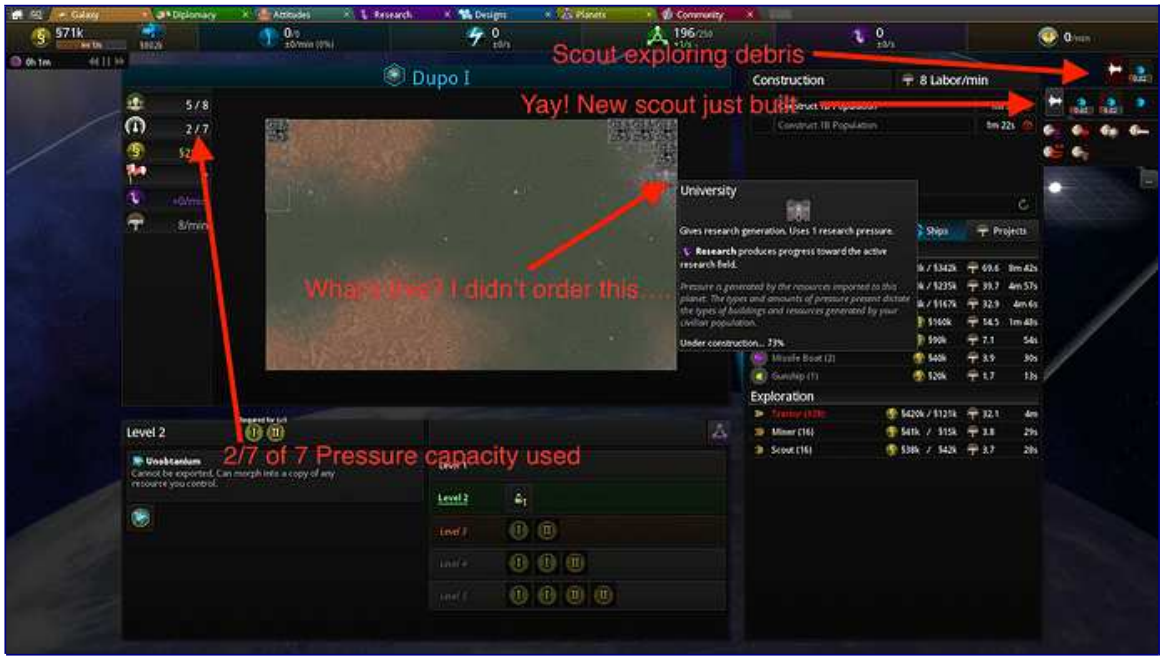
Edit: Messed up the sequencing of the pictures earlier. So may be a bit confusing. Corrected them.

Explaining Pressure and More about the Economy

We have spent quite a lot of time looking at the various UI and ways to do things on the Galaxy and Planets Screens.

That is good that we have the basics of the UI learnt. Now, we’ll explore some of the more non-obvious things.

We had just sent the scout on auto-explore. The other scout is examining the debris. Let’s un-pause and take a look at things while things are happening in realtime.



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Game Mechanics: Economy - Pressure If you take a look at the planet Dupo I, you see an interesting thing. I would like to draw you attention to the game concept “Pressure”. Remember that we had shipped a resource called “Chemicals” from our first colony here? At our colony, it was exporting 2/3 Chemicals here, and over here, the Chemicals produce a “Pressure” on Dupo I. This pressure causes Dupo I to build a building on it’s surface to utilize the resource. In this case, we see a University being built. All this is automatic. The Pressure exerted by the resource on the planet automatically generates a building that will consume the resource. As can be see, it’s 73% complete at the moment and have not yet contributed anything to our resource generation. We’ll let it build for a while more and see the results.

Game Mechanics: Economy - Pressure Capacity Every planet has a capacity that is dependent on it’s level/space and quality and population available. Here we see that Dupo I has a capacity of 7. We have used up 2 because our colony is shipping 2 pressure worth of Chemicals to Dupo I. When capacity is filled up. Excess pressure is used at a much reduced rate. This means Dupo I can only accept 7 Pressure from various resources before becoming inefficient. We’ll keep this in mind when we expand. We’ll also keep a look out for technologies and buildings to see it can increase our planet’s capacity.

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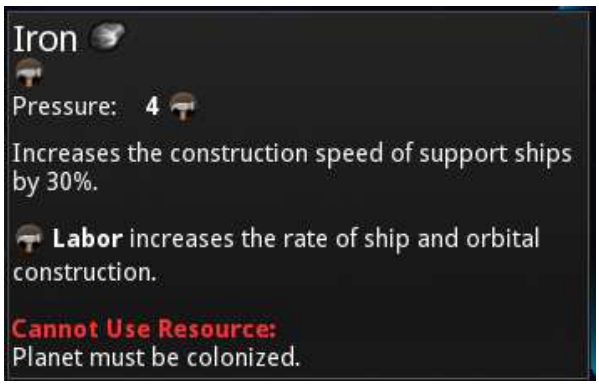
Game Mechanics: Labour In Dupo I, our planet has a labour generation of 8/min. This means that 8 labour will be generated every min to build things. All construction require labour to build them. For example, now 1B Population will require 12.8 Labour to build. Which means that on Dupo I, it'll take slightly longer that 1m 30s to complete. As the Mono, or any other race, having high labour planet will mean having faster build queues. Which is a good thing.

Now, let's see if we can increase our labour generation. We have a few choices right out of the start.

1. We can build a factory. Which can increase 3 labour per minute.
2. Remember our Iron planet? It has labour! And it seems to be able to add 4 labour!

Factory
Adds labor generation to the planet.
Labor 3 /min
Size: 3x3
Base Cost: §200k / §285k
Buildings have reduced build cost and maintenance on Developed tiles.
Cannot afford on current budget. §129k will be borrowed, costing §194k from the next budget.


Iron
Pressure: 4
Increases the construction speed of support ships by 30%.
Labor increases the rate of ship and orbital construction.
Cannot Use Resource:
Planet must be colonized.

The factory cost 200K to build which is not a big problem. But the maintenance cost is 285K which seems very high! Take a look at our remaining budget. It’s 70K, that means we had spent 700K of the 770K this cycle.

Budget is the lifeblood determining what we can do each cycle. We’ll like to have a large pool so that we can safely exploit our discoveries. We’ll hold off the factory for now.

On the other hand, the Iron from our neighbouring planet looks interesting. Let’s colonize that and see what the Labour pressure brings. So we’ll colonize it and import the Iron into Dupo I.

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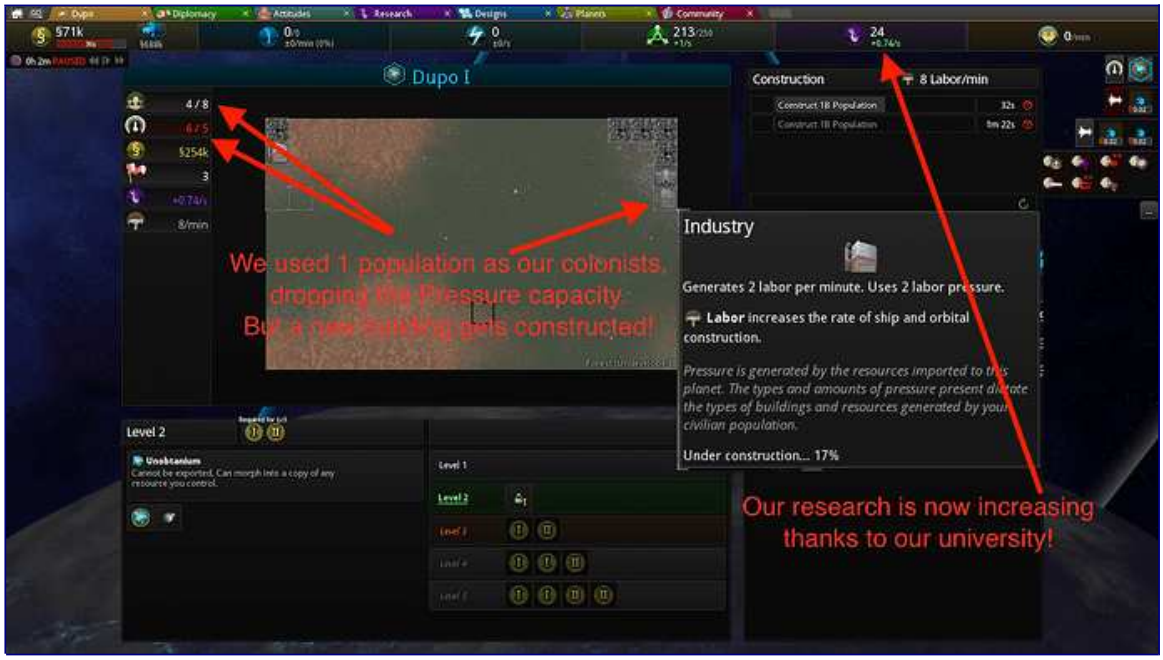
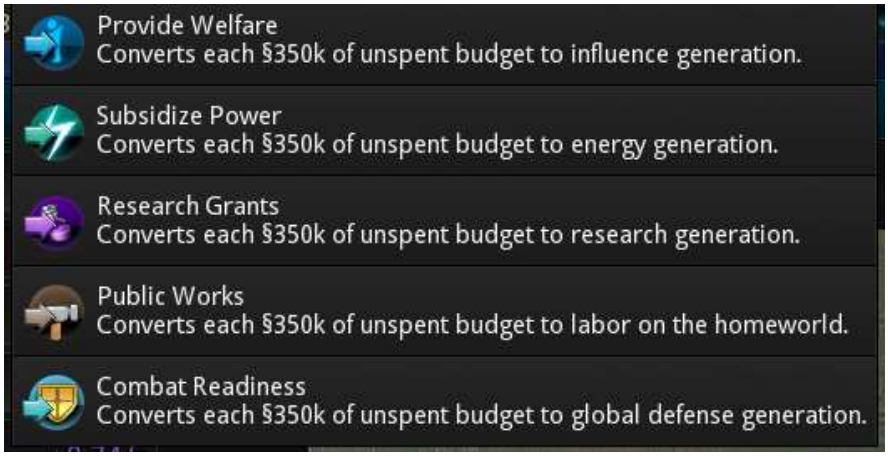

Dupo I
Construction
8 Labor/min
We used 1 population as our colonists,
dropping the Pressure capacity
But a new building gets constructed!
Industry
Generates 2 labor per minute. Uses 2 labor pressure.
Labor increases the rate of ship and orbital construction.
Pressure is generated by the resources imported to this planet. The types and amounts of pressure present dictate the types of buildings and resources generated by your civilian population.
Under construction... 17%
Level 2
Our research is now increasing
thanks to our university!

[006.png1280×720 650 KB](#)

We now see that a industry building is automatically constructed! And our research university has been completed, contributing 0.74 research points per second.

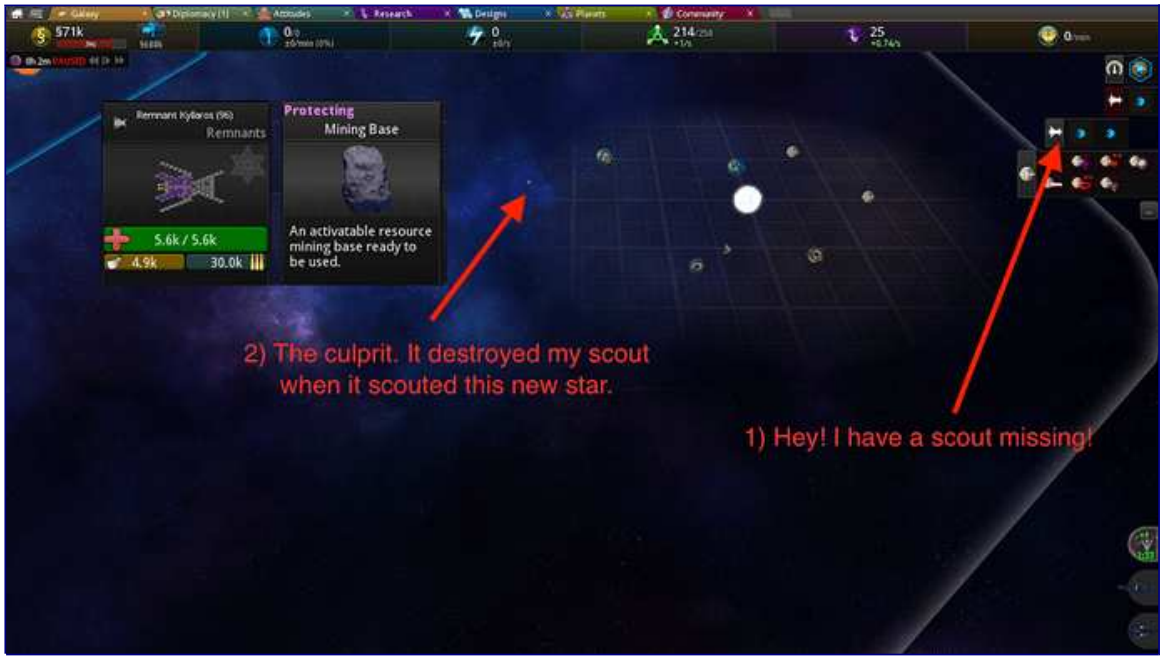
Looks like our economy is humming along. Let’s un-pause and see what other things have completed. Our timer is also reaching a new budget cycle and we’re ready to see how much influence the 71K excess budget buys.

Game Mechanics: Excess Budget Earlier we covered how we can route excess budget to the various resource. It’s quite expensive it seems at this stage. So we are not really expecting much. See below. 350K for a unspecified unit.


Provide Welfare
Converts each §350k of unspent budget to influence generation.
Subsidize Power
Converts each §350k of unspent budget to energy generation.
Research Grants
Converts each §350k of unspent budget to research generation.
Public Works
Converts each §350k of unspent budget to labor on the homeworld.
Combat Readiness
Converts each §350k of unspent budget to global defense generation.

Further exploration and the debris field

Let’s take a look at what is happening with our explorations.


Protecting
Mining Base
An activatable resource mining base ready to be used.
5.6k / 5.6k
2) The culprit. It destroyed my scout when it scouted this new star.
1) Hey! I have a scout missing!

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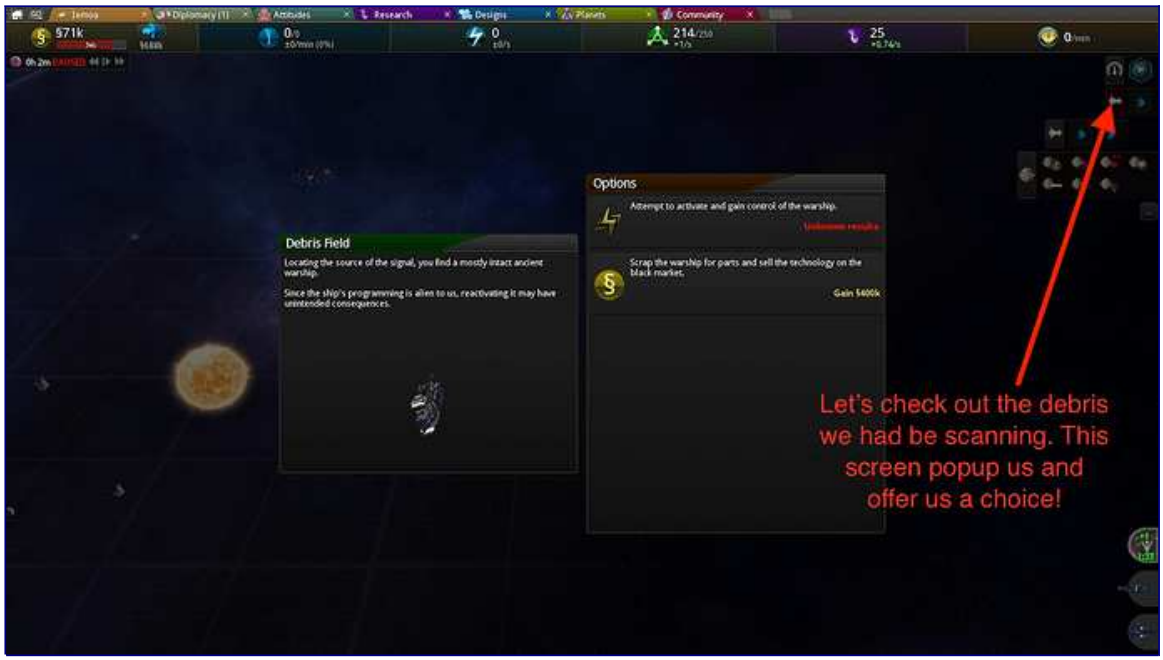
We scouted the 3rd star, but it seems like our scout got destroyed in the process! Ok, let’s put this on hold and check out our debris field scan.



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We double click on the scanning scout on the right quick access panel.

And we investigate the debris field. We are offered 2 choices! A one off 400K addition to budget or a new warship.

Every 3 minutes, the budget cycles resets. We’re not so pressed on money. But it seems that we are surrounded by remnants! So let’s pick the warship!

Debris Field
The warship's internals appear to have been damaged more than we anticipated and will require intensive refitting.
Fortunately, we've been able to decode the ship's programming in the mean time. We will be able to fully operate the ship once its reconstruction has completed.
OK

Hmmmm, it seems that we'll need to fix this junk before we can use it.

Ok, so we have a destroyed scout. And our scout just finished scanning and we reaped the benefits of our first debris field. Let's make the scout scan another one. And send our newly made backup scout to visit another star.

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And continue our exploration with the newly built backup scout. Precautions pay off, haha.

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Next, we'll check out the star system where our scout was destroyed.

Examining our options and update our plans

Although I have written a lot explaining basic concepts and UI elements, we realise that we have not completed our 1st 3min budget cycle!

We have taken our first baby steps and have accomplished the following:

1. We have started our 1st 2 colonies. 1 of them is a Tier 1 chemical Planet the other is a Tier 0 Iron planet.
2. We have shipped both resource to our home planet Dupo I and we saw that Dupo I have built structures automatically due to the pressure the Iron and the Chemicals exerted.
3. Research is now accumulating due to the Chemicals.
4. We have explored 3 star systems.
5. One of our scout just got destroyed at a newly discovered star system. But our newly built scout is assigned to continue exploring neighbouring stars.
6. We've only spent 2.5min of game time so far and is awaiting the next budget cycle for more spending budget

Let's take stock of our situation

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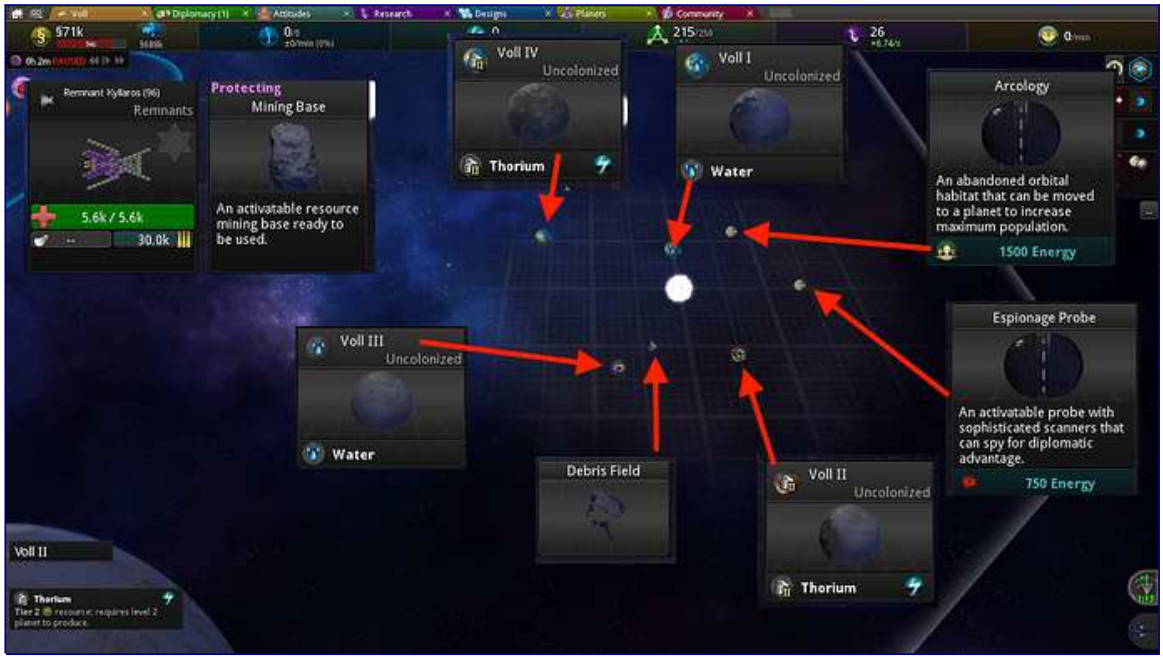
Let’s take a look at the colony where our scout got destroyed.



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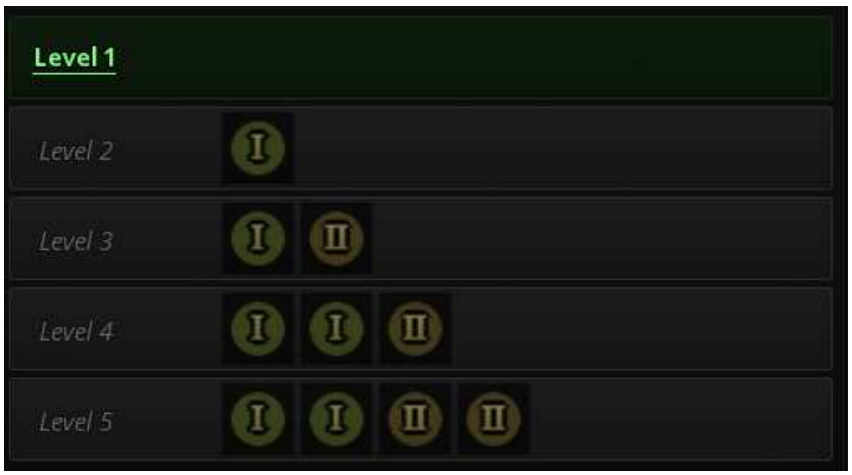
We see things we have encountered before, more planets and orbs, a remnant and a debris field.

But we note some things that are interesting that we should take note of immediately!

1. We see planets with Thorium which is represented by a “II” on the resource icon.
2. We see an interesting orb called the “Arcology”

Game Mechanics: Planet Level and Tier 2 Resource Types Planet levels are increased when certain requirements are met. For the Mono, our planet level increase is as follows:

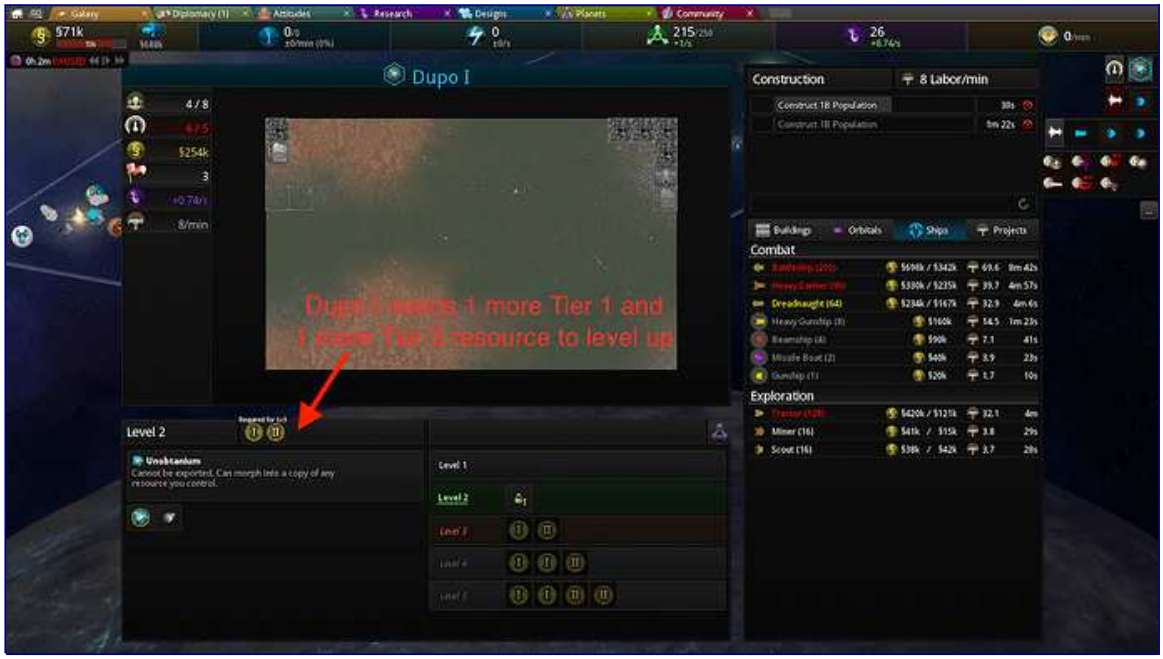


This is different from the other races because of the Mono’s advantage. They do not need food or water.

Planet Levelup Requirements
Basically, what this means is that for a planet to achieve
Level 1: No resource is needed.
Level 2: 1x Tier 1 Resource is required
Level 3: 1x Tier 1 and 1x Tier 2 Resource is required
Level 4: 2x Tier 1 and 1x Tier 2 Resource is required
Level 5: 2x Tier 1 and 2x Tier 2 Resource is required

With each level of planet, the amount of population and the pressure the planet can use is increased. This means that an empire with high level planets will out perform one without high level planets mainly because they will be able to support high populations and pressure capacity.

It is a primary object of any empire to build up at least some high level planets if possible. Currently Dupo I is at level 2. To achieve level 3, it will need 1xTier 1 and 1xTier2 resource.



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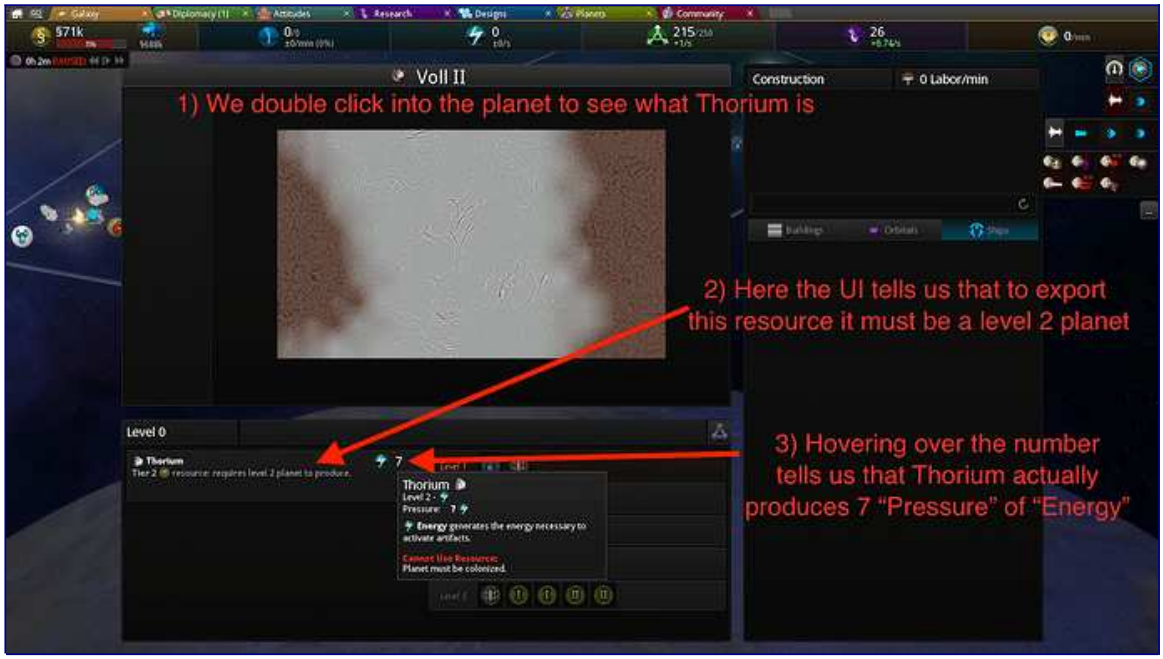
Tier 2 Resource: Thorium

It seems that we have found 2 planets with Tier 2 resource. Both of them are Thorium. But what is Thorium and what does it do? The game itself tells us! Let double click on the planet and see for ourselves!


Voll II
1) We double click into the planet to see what Thorium is
Construction
0 Labor/min
2) Here the UI tells us that to export this resource it must be a level 2 planet
Level 0
Thorium
3) Hovering over the number tells us that Thorium actually produces 7 "Pressure" of "Energy"

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Interface Tip: Tool Tip and General Information You will find that SR2 is actually very liberal and generous with the information that it provides to let you play the game. Once you have a basic understanding of how the game mechanics work, you will find that information is actually available. You do not really have to look for a WIKI to find meanings for obscure icons and stuff. The difficulty is actually having a basic framework and mental map of what things actually are and how they interact with each other. The information itself is present in the game via tooltips and info panels. SR2 designers have actually meticulously made sure that all the information required to make decisions are actually accessible.

Game Mechanics: The critical Tier 2 resource planets As you can see from the Planet level up requirements. We need Tier 2 resources to level up any planets. The news is that Tier 2 planets are not as common as Tier 0 and Tier 1 planets. It's pure luck that we have discovered 2 x Tier 2 in our vicinity. The RNG (random number generator) typically will provide at least a Tier 2 nearby to assist starting empires. But to level up more, we'll need even more Tier 2 planets. In all, a level 5 planet will need to be supplied with 4xTier 2 planets. And Tier 2 planets are less common. Typically they can be found closer to the galactic center. The RNG seems to generate more of them there. What this means is that there will be a rush for Tier 2 resource planets. We need to grab as many of these as possible because they determine how many high level planets we can support in our empire!

Hold the celebrations! Discovering a Tier 2 planet is normally very good news. But here we have a problem. So far, we have only discovered only 1 Tier 1 resource. Which was our Chemicals that was used to level up our Dupo I. This is frustrating because, even if we can colonize the Thorium planets, we cannot level them up to level 2 to enable them to export!

This means that we have found 2 big discovery that we cannot immediately make use of. So let's be patient and wait for a chance to exploit our findings.

Game Mechanics: Increasing Population Base and Arcology

The tooltip of the Arcology tells use an interesting fact. A planet's maximum population that can be put to work can be increased. Here we have an "Artifact" that can be activated with 1500 Energy. (Which incidentally can be generated when we make use of the Thorium resource.)

Increasing the maximum population of a planet is always welcome news. Because the as a planet contains more population, the income it generates, the pressure capacity increases!

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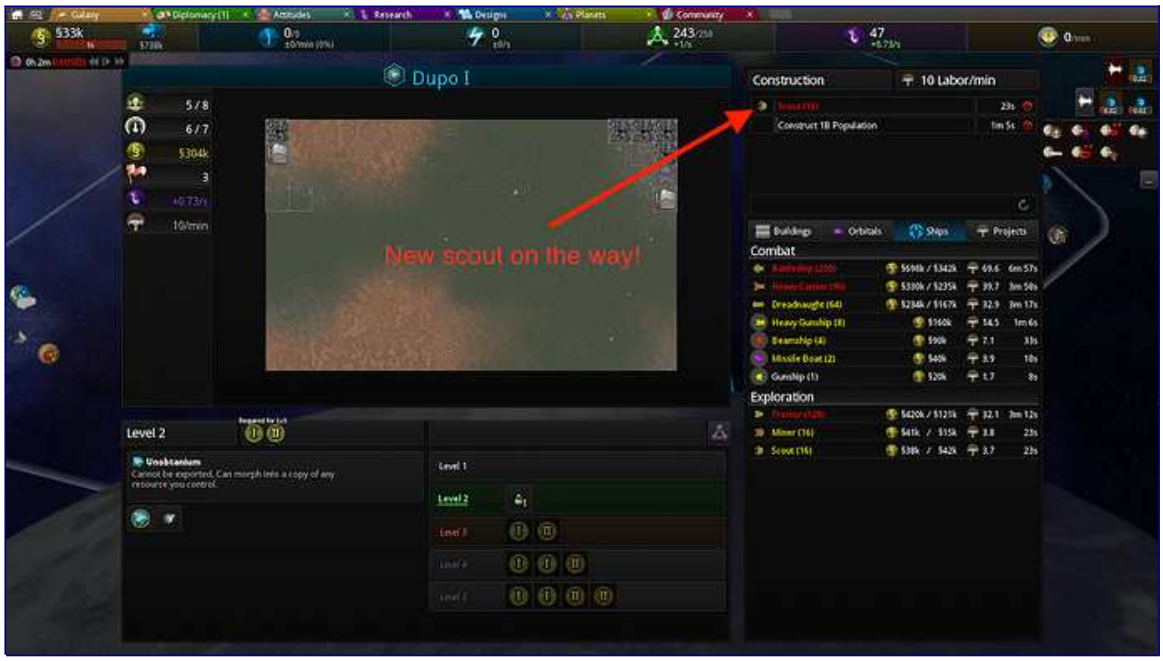
As you can see, a point of population makes a big difference in how pressure and income is affected.

This means something for us. It is important that we keep the population at our key high level planets high! As we colonize and teleport our population to the colonies, we may find our

population decrease at our production planets and affect our output. This is something we will have to manage which is why you see me building the 3 population right at the start!

There is not much we can do now. So let's wait for the budget cycle to complete to replenish our treasury and give us new budget to work with. And we'll see what our scout had discovered. While we are doing this, let's build another scout and move it up in priority so that we can get a new scout asap.



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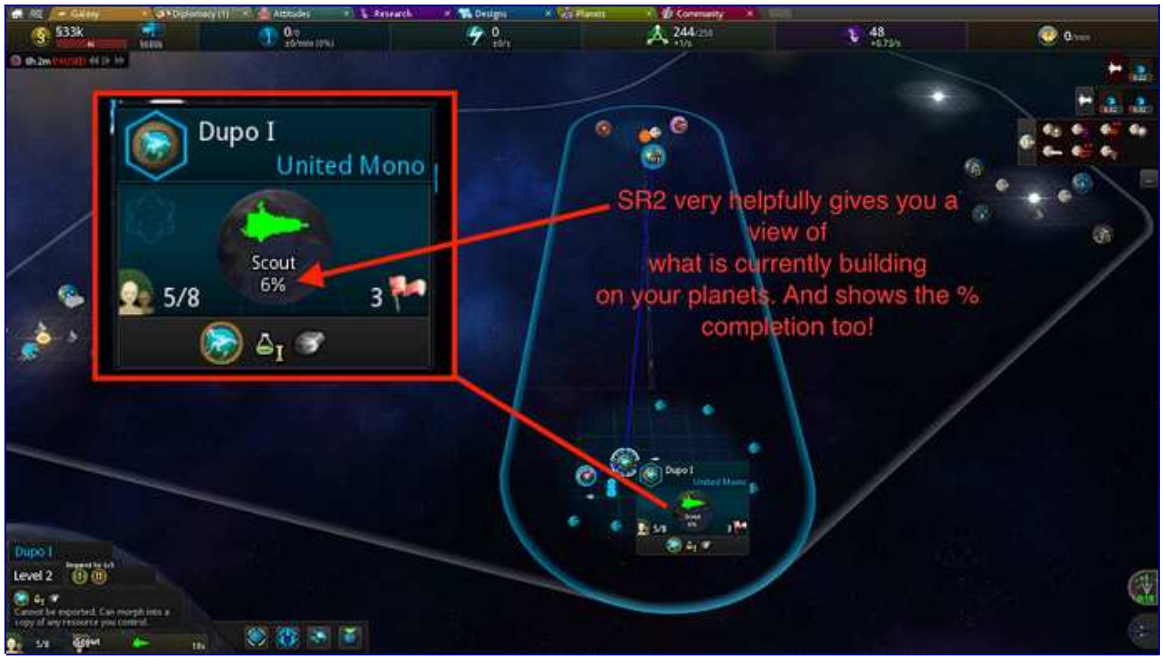
##Awaiting the next budget and anticipating the next star

We un-pause the game and see goto a zoom level in the galaxy map to have a birds eye view of the situation.

Interface Tip: Tooltip Goodness When you hover over things in SR2, you will come to realise that the UI does something amazing with the Tooltip. They give you realtime information regarding that object! Take a look!



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This means that in our Galaxy view, we can quickly hover over planets and see what is happening at all times! There is no need to click into planets to see what is currently building. With just a simple hover, we can see what is happening with our planets!

As we wait for the exploration to complete, let's take stock of the situation. We have explored the surrounding areas, we discovered a roadblock. There are no more level 1 planets we can use… This is worrisome. In most of my play throughs, the Tier 1 planets are typically nearby. It seems that the RNG has stumped us.

This is a concern but not an unsurmountable obstacle. In fact, I'm kind of glad this happened because I can use this as a teaching moment and show some additional mechanics in play we can use.

So let's see what our scout turn up in the next star system.

Our immediate aim is to build up our economy and find additional Tier 1 star systems to colonize.

Summary

1. We have found 2 tier resources but is unable to use them
2. We discover that the RNG had generated very few Tier 1 resources around us.
3. We would like to build up our economy

##A harrowing escape

Seeing that our scout got destroyed. I kept an eye on our scout as it travelled to a new star.

And I saw a remnant in the path of the scout!

I quickly issued flight path change, wanting to escape. Here is what happened!

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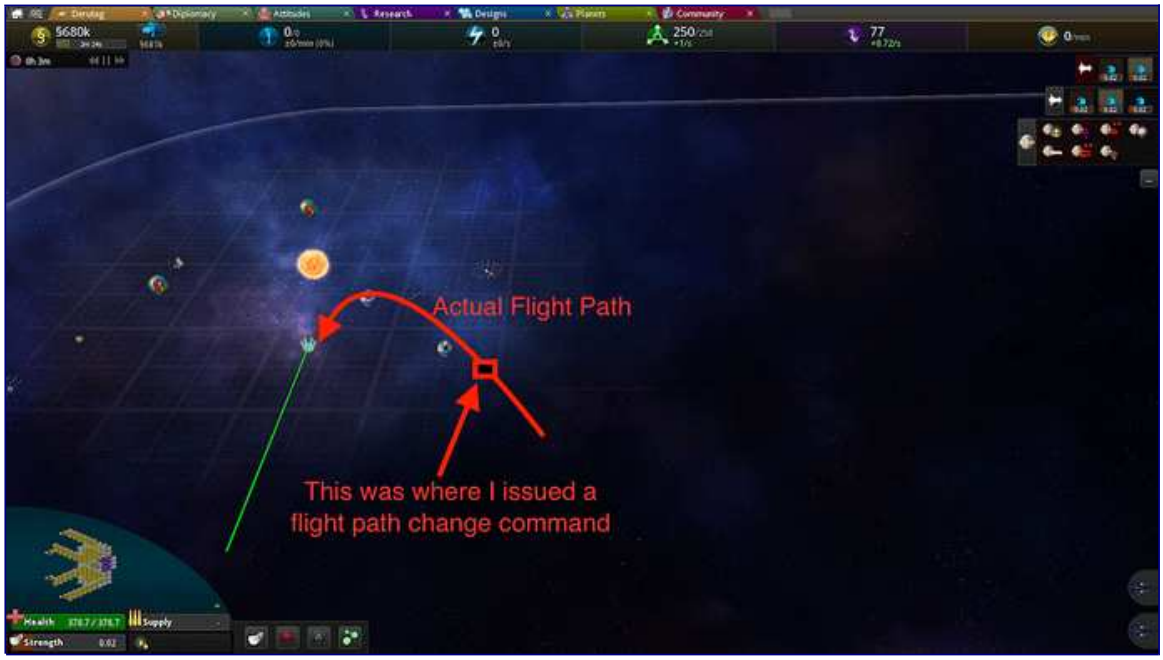

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Game Mechanics: Inertia and the wonders of Space Flight In SR2, spaceships do NOT turn on a dime! Even a scout travelling at high speed have a big momentum and need time to turn. You will find this play a very important role in space combat later. Huge lumbering hulks with weapons facing forward can be destroyed by a nimble force attacking their rears! It's quite amazing how SR2 actually modelled this. And this design ties in extremely well with the very complex ship builder subsystem they have in the game! FTL ships can actually teleport behind enemy fleets. Ships can actually surround and hit enemies at all their sides! This is a far cry from games where everything is abstract and just based on pure numbers. Here in SR2, weapon facing, engine sizes, thrusters, weight and momentum etc are actually important in the fight!

To settle a level 2 planet and export it's resource, we need 6 population. That will take us about 7+mins to build!!!

All this time, we are not able to build any structures that requires labour at Dupo I to improve our labour. What this means is this. We must upgrade Dupo I to improve the Labour because every invested Labour improvement stack up.

But now we have a Huge dilemma. If we improve the planet, lets say with a forge instead of additional Populations, we delay colonizing. This gives us a huge problem, because our various resources like Influence and Energy etc are still at zero. Meaning that we will be late to get into the game in those areas.

And delaying getting to the Galatic center means that good resource types will be taken by our Opponents.

So now, we see a very glaring weakness of the Mono. But then again. We are the Mono! Failure is not an option! And we have not played to our biggest strength yet! Our time will come!

So with all that in mind, let's come up with an expansion plan that plays to our strength and weakness.

Bad RNG but a potential life saver

Nope, no Tier 1 Resources
Notifications appear at the bottom of the Right Panel
Anomaly in Iemoa has been fully scanned.
Scout has been built.

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Our scout had it’s narrow escape. And we note that we ended up with 2 food and 2 water planets… again we have not found any Tier 1 resource yet. Looks like the RNG really dislike us.

Interface Tip: Notifications If you check out the bottom Right panel. You’ll see 2 semi-circles. It’s SR2 UI way of presenting notifications. Clicking on the scout notification will center our view to the scout and dismiss it. Clicking on the Anomaly notification will ave us a lot of clicks and bring up the “Analyze Anomaly” command screen.

We select this so that we can save time scouting! A much needed boost!
Options
Debris Field
Left Clicking on the scout will bring us to the scout and dismiss the notification.
Left Clicking on the Anomaly notification will bring us to the analyze Anomaly screen.

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A lucky break! A serendipitous find!

It seems like the RNG has given us a lifeline. Intelligence on nearby star systems! A lucky break.

Our current situation is not ideal. So far we have only found 1 Tier 1 resource. This gives us some problems as we are unable to level up our planets. We found a lot of food and water planets which are not useful to us at this stage because we cannot easily exploit them. Later they will become extremely powerful but to exploit them, the Mono need a very reliable economy that can produce colonist Populations as well as have a healthy income to generate budget. I'll touch on Terraforming later when we get to that stage.

Let's pick the free Intelligence on un-scouted systems and see what we find.

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As you can see Debris Analysis can make a HUGE difference to your planning and strategy! In our case, our lucky find saved us a LOT of grief and time. We found 4 systems with just 1 click! Instantaneously! Woot!

And we have even better news!

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We found our Tier 1 Resources! With with a Tier 2 and even a Tier 3! This is a tremendous find!

Game Mechanics: Debris, Anomalies and Treasure Loot! As you can see, debris can actually be a big game changer. In our case, the debris gave us exactly what we needed. A much needed view of our needed resources! To explore the 4 stars individually, we'll need at least 2 minutes more of real time with 2 scouts. But we are now given an immediate view. Which means our scouts can leapfrog the finds and move more into the Galactic Center! Therefore, it pays to manually control at least a scout to perform the debris scan. Another way is to set the scouts to auto-explore but track the Galaxy screen closely to see if you need to retake control to perform debris scan.

Let's see what we have found.

Here are the resource planets we found. We have:

1 x Chemicals => Research (We already have 1 of these)
1 x Plastic => Influence
2 x Natural Gas => Energy
1 x Antimatter => Energy (A Tier 3 resource that produces a lot of energy pressure)
2 x Electronics => Income/Money/$$$
1 x Jewelry => A Hybrid Influence + Income Tier 2 Resource! But the top right corner shows that it's a Noxious Planet that reduce Max Population by 1.
1 x Glass => A special Income planet that also gives 1 energy

As beginners, we should take some time to check out the various planets. Double click them and take a look at the Resource they contain. They are unfamiliar to us now, so it's good to get as much information as possible about them from the nice UI. Then we can make good decisions.

Next, we'll do some maintenance stuff and then plan out how to expand our economy.

First let's handle the scouts.

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Next we take a look at Dupo I, our only planet that can meaningfully produce something.

Dupo I
Only 5 Population
Construction
12 Labor/min
21sec more to another Population.
We have utilized the max of our imported labour pressure
and have boosted our labour from 8 to 12

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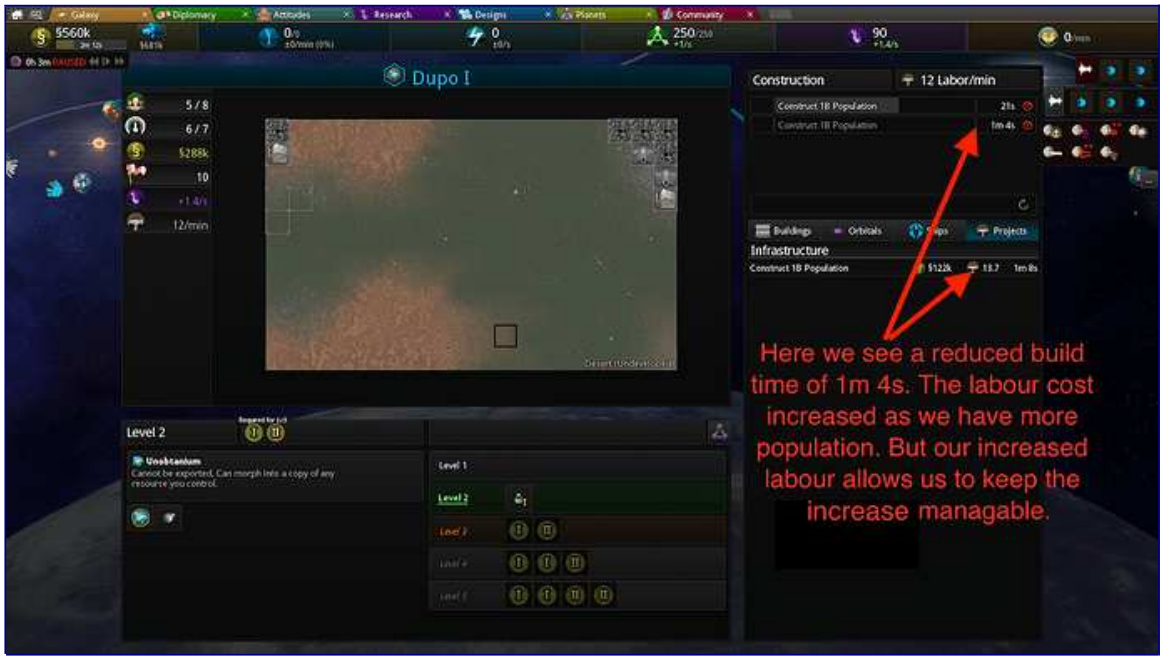
As we can see, our Dupo I has only 5 Population. We have 1 more coming up in 21 seconds. We have a production capacity of 12 labour/min. Meaning we can produce 50% faster then before we started importing Iron. We'll queue 1 more Population, then we'll formulate our expansion plan.


Dupo I
Construction
12 Labor/min
Here we see a reduced build time of 1m 4s. The labour cost increased as we have more population. But our increased labour allows us to keep the increase managable.

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Race Mechanics: Mono's Disadvantage The Mono needs to produce Populations in order to expand and populate their planets. As you can see, our production queue is tied up producing Population almost all the time. This means that at anytime, we start to build structures/orbitals/ships (that require labour) on Dupo I, our Population growth STOPS. This is a very big disadvantage because it means that we have to consciously make trade-offs between growing quantitively (adding more population) or qualitative (improving planets with structures). This big disadvantage does not go away until we have another high labour planet that can help us produce the Populations required to expand our empire. This is why Mono has a relatively weak start among the various races.

Theory Crafting A quick analysis of the this disadvantage shows us how much more carefully we need to manage our initial periods of expansion. As you could see earlier, if we send out colonists from Dupo I, the pressure capacity gets reduces and suddenly our labour drops. A 4/8 Dupo I produces ~20% less than a 5/8 Dupo I. This means that to keep our Labour at 12/min. We'll need a minimal of 5 Population.

To settle a level 1 planet, we need 2 population. That means it'll take us approximately 2+mins of build time at our current rate.

A Lull, Disadvantaged but Playing the patience game

We'll wait for Dupo I to build up some population and I use the lull time to keep a close watch on the scouts.

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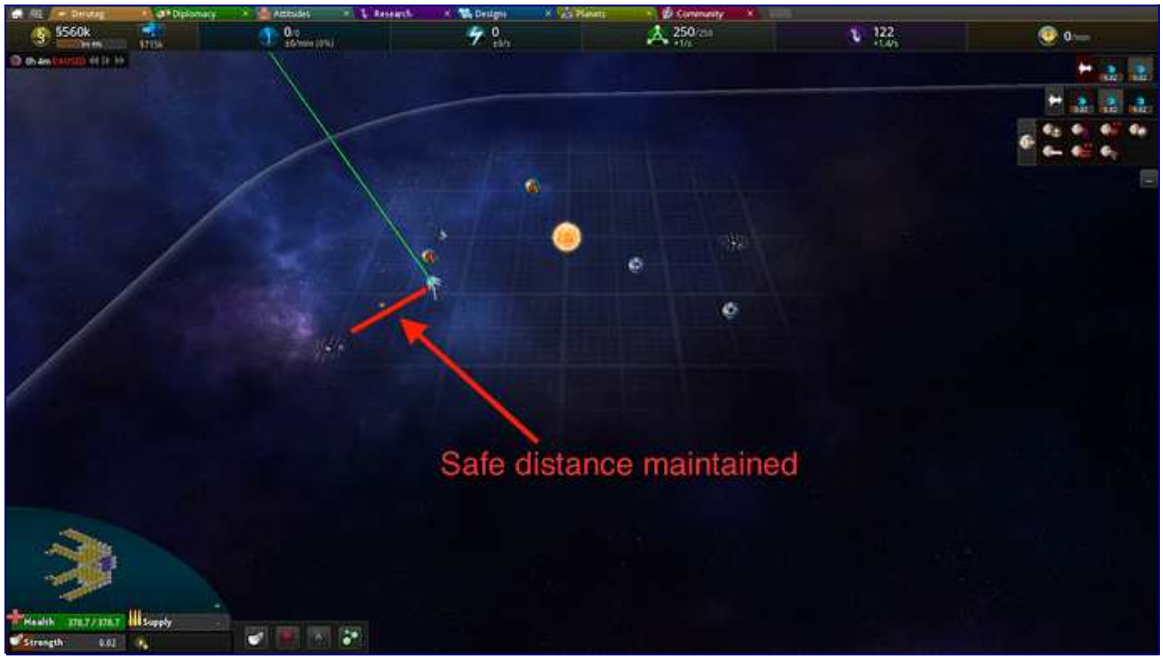

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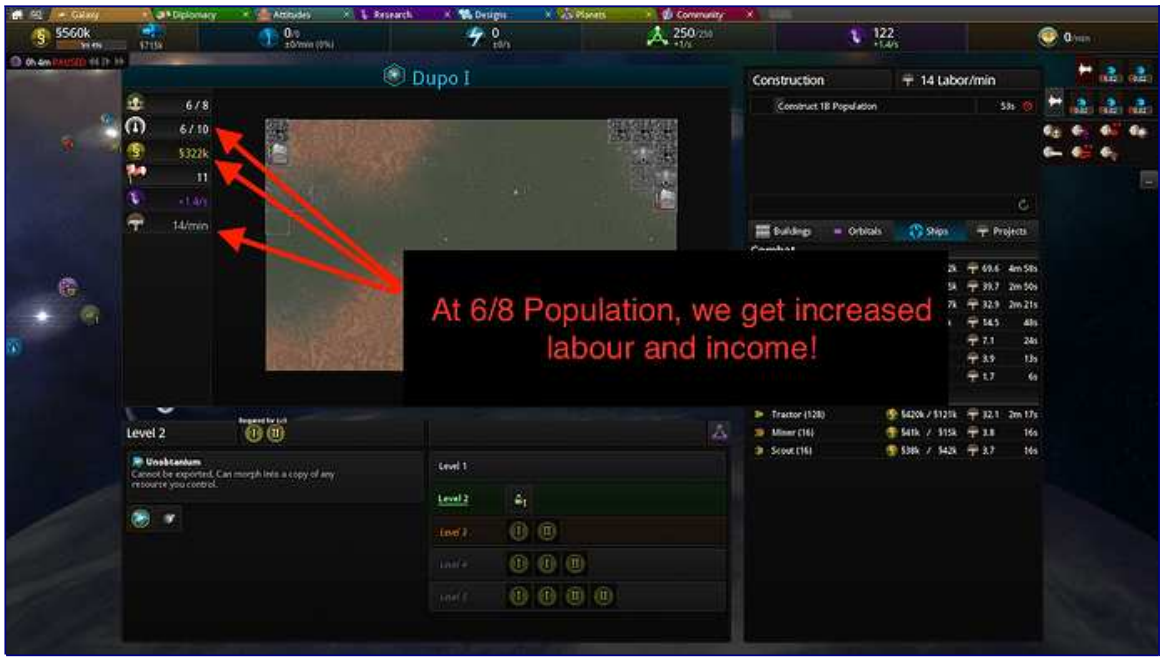
Taking a look at our Dupo I, we see that a new Population had been added. And our economic values improved.



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As you can see, a 6 population Dupo brings us a better production capability. And our income also increased. I'll let the game run a bit. Let's get Dupo I to 8/8 and see what the scouts bring up before we weigh our options to expand.

More discoveries and new options

We're waiting in the lull for our Dupo I to become better at labour production by building more population.

Patience Pays off

We held off colonizing because the reduction to our population on Dupo I would have tanked our economy. Meanwhile, Our scout found an interesting system.

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This is quite a nice turn of events! We found another 2 Tier 2 planets! With a Tier 1 Planet in it! What's more! The Remnant fleet is at the far right, meaning that it will not be interfering with us much due to it's limited range!

And it's connected to our Dupo I's economies via the star lanes!

Unconnected means that our colonies will be unable to export to Dupo I
We need to at least colonize here or build outposts so that far off region can be connected.
Connected means that resources can be exported to be used

005.png1024×576 556 KB

Game Mechanics: Star lanes for economies and Blockade SR2 cleverly integrates blockade mechanics into the game. Connected systems, when doing their import/exports simulate the export by sending out what I assume to be trade ships (non-controllable) between systems along the star lanes. As long as they can safely reach the target planet, everything is well and good. But if an

enemy fleet blocks the path and shoots down the trade ships, then a blockade is in effect! This is a great use of the spatial simulation of the Galaxy map to integrate a crucial game mechanic into the game! I have to give it to the developers! Well done! Needless to say, blockade = bad. More on that later.

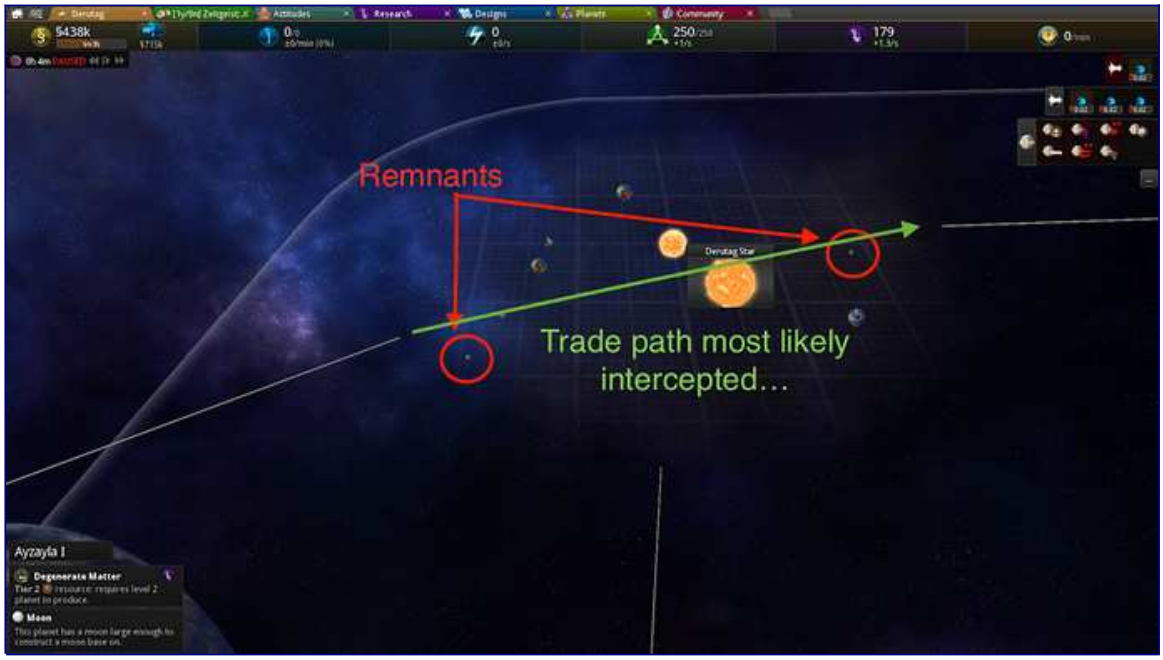
This is the star lane, when our colony exports to Dupo I, it sends trade ships to Dupo I. If they get shot down, a blockade comes into effect and our economy gets affected negatively.

006.png1024×576 565 KB

Blockade runners?

We note that the in 2 systems connecting the resource rich regions to the left; the region where we found lots of Tier 1 resources, there are Remnants near the star lanes! That is bad news for us!

007.png1024×576 507 KB



008.png1024×576 522 KB

We might be able to use the bottom star lanes to escape attention of the Remnants for connecting to our resource rich region.

Now we have 2 choices, to expand left towards the Galactic Center and have lots of Tier 1 resources available, or to the right. Where a nice combination of Tier 1 and 2 exist in the same system with a nicely connected trade network.

Let’s take stock and pick a way forward.

First we’ll set the scout to scan the debris.

001.png1024×576 478 KB

##Making a decision

002.png1024×576 534 KB

We are offered 2 choices. Should we expand left towards the Galactic Center or Left where we are already connected.

Weighing the advantages

If we expand Right, the benefits are non-trivial:

1. The trade network is already connected.
2. We know the position of the Remnant and we are certain it will not affect the trade.
3. This is a conservative choice as there is basically zero risk.

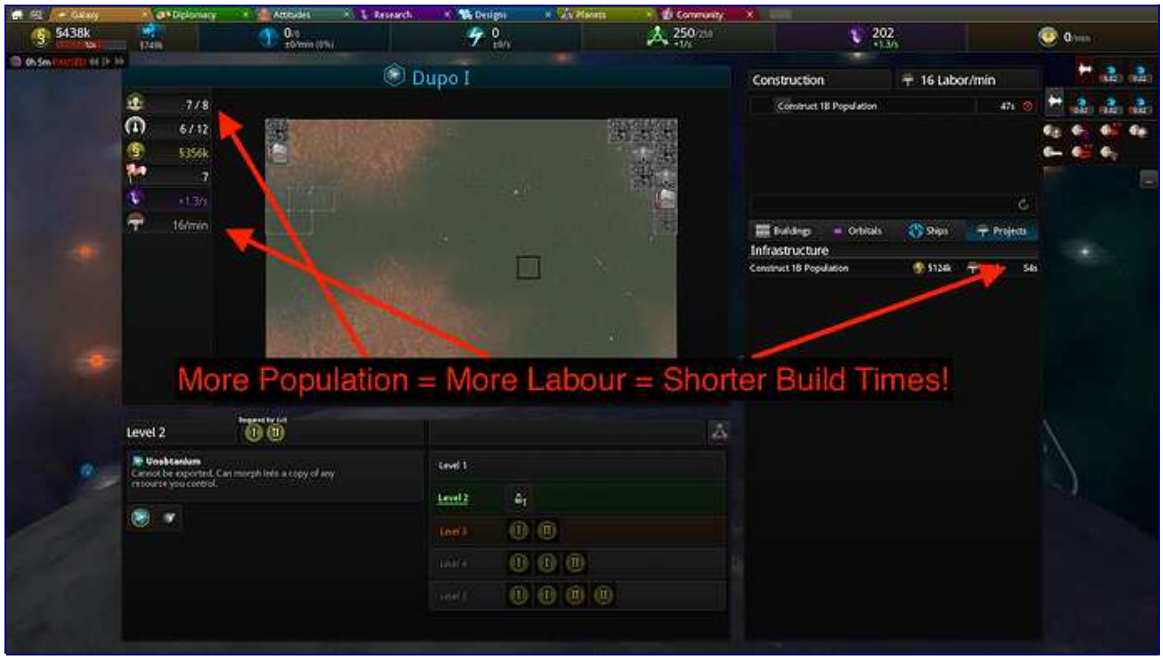
If we expand Left, we have some risks balanced by advantages.

1. There are a LOT of Tier 1 planets. Offering a lot of possibilities for growth!
2. We note that there are hybrid Resources that we can use right at the bottom! These are fantastic in getting us started in generating resources for our use. I am looking the planet providing Glass which in addition to generating 3 Income, also adds 1 Energy pressure! And it’s next to a Jewelry which provides 5 Income and 2 Influence! That is a fantastic mix as it build up income which is great for budget and throws in Influence and Energy at the same time!
3. The RISKY bit is that we do not know if there are any Remnants there.
4. Additionally, we’ll need to use up 1 colonist to colonize a planet in the connecting star system if we want to hook it to Dupo I, our main production center where we want to level up.

003.png1024×576 484 KB

My preference is to expand to the left towards the Galactic Core. The main reason is that even if we choose the right path, it will still take a log time before they are developed. We are looking at 2 + 6 Populations to bump up the colonies. When you take that into account, the 1 additional Population to connect the trade network is not that big of a problem. Furthermore, if we so decide, we can build the right cluster to support a high level planet and perform colonization form there! The nearness to all the Tier 1's give a very good base for expanding our empire.

With the decision set, we'll work towards that. We'll let Dupo I build a couple more Populations and see the results of the debris scan.



004.png1280×720 601 KB

Let's wait for Dupo I 8/8 to maximize the Labour and build 2 more Population for colonizing.

And it seems that the Anomaly scan is complete. Let's investigate it!

005.png1024×576 519 KB

Options
Attempt to activate and gain control of the warship.
Unknown results
Debris Field
Locating the source of the signal, you find a mostly intact ancient warship.
Since the ship's programming is alien to us, reactivating it may have unintended consequences.
Scrap the warship for parts and sell the technology on the black market.
Gain 5400k

006.png1130×693 272 KB

This time, we'll pick the 400K for our Treasury. The reason for this is that I'll like to buy some influence and introduce our fellow beginners to the Diplomacy screen!

Game Mechanics: Leftover Budget (Reminder) Leftover budget is used to buy resources. They are bought in 350K chunks. So let's see if we can buy a chunk and see if it's enough to play with diplomacy!

I'll queue another Population for Dupo I since the 8th Population will finish building before this budget cycle ends.

Additionally, our scout has discovered a new star.

Level 0
Marenium
Unique. Unlocks the Marenium Reactor to provide power on ships.
We set the scout to scan.
And find an interesting resource.
This planet allows us to build moon bases. Which increase Population Max by 2 for each moon (2 here)
Scan Anomaly
Move to Debris Field

[007.png1280×720 665 KB]

As we explore we find strange new resource types. In this case, we find a Marenium which is a unique resource that enables us to build a new type of reactor for our ships! From the requirement and the fact that it's unique. It would seem that Marenium Reactor is a powerful one!

Game Mechanics: Moons Sometimes, you will come across planets with moons. You can build moon bases that can boost a planet's maximum population by 1 point each. If a planet has 2 moons, it means that you can build 2 moon bases and that will add 4 Population Max to your total. A level 1 planet will be able to utilize 3+4 Populations! It's nothing to sneeze at. Especially on a production focused planet!

Galaxy
Diplomacy
Attitudes
Dupo I
United Mono
Dupo I is now at max Population 8/8, our 350K budget from the previous cycle is also transferred into Influence and is now Influence is being produced at 0.66/min

[008.png1280×720 715 KB]

Here we see that our contribution to the resource from our leftover budget last cycle is producing a effect, Influence is being produced. And we'll use the produced Influence to participate in the diplomacy system.

Meanwhile our planet Dupo is now at 8/8 meaning it’s operating at maximum efficiency. Let’s produce 2 more population for and prepare for our colonization effort.

We also see that our Income is very healthy. We have a 1.1 million budget. Mainly from our increased income from Dupo I, and we had some of the 400K leftover from the Anomaly we scanned earlier.

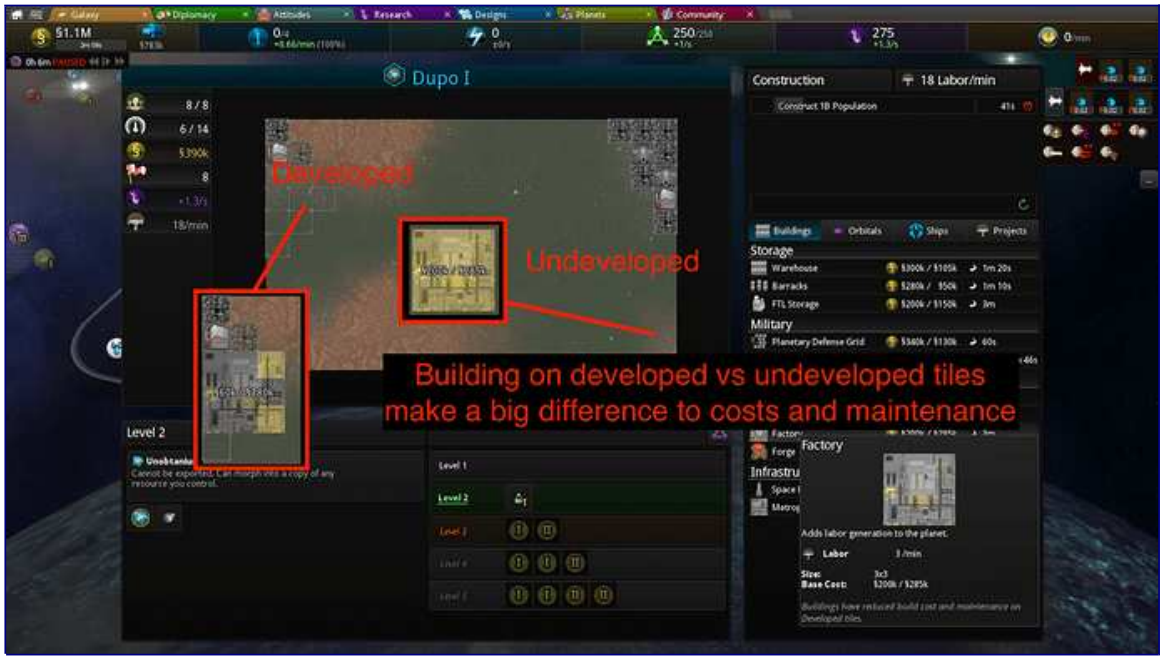
009.png321×616 55.3 KB

This means that we can afford to build a factory (zero labour which will not interrupt our Population construction) which will cost 285K to maintain, which we can afford presently due to a healthy maxed out level 2 Dupo. So let’s add that.

010.png1280×720 692 KB

I’m using undeveloped tiles because I am not sure how fast does the game generate develop tiles. The wiki is unclear on this point and I am afraid that if I use any of the developed tiles it may take too long to regenerate them. There are some forum threads that also allude that building on the developed tiles may have an adverse effect on pressure as Population “consume” tiles and interact with pressure. With such uncertainties, I apologies in advance for choosing a potentially more costly way to build our factory.

Game Mechanics: Developed vs Undeveloped Tiles When you build on developed tiles, the costs and maintenance is reduced.



011.png1280×720 673 KB

I’ll add another Population to the build queue and wait for our queue debris scans and population build to complete.

012.png1024×576 526 KB

This is 6 minutes into the game. We have barely expanded although we have explored a large section of our surroundings. As stated earlier, Mono have a slow start to the game because we need to devote labour to generate our colonists.

Summary

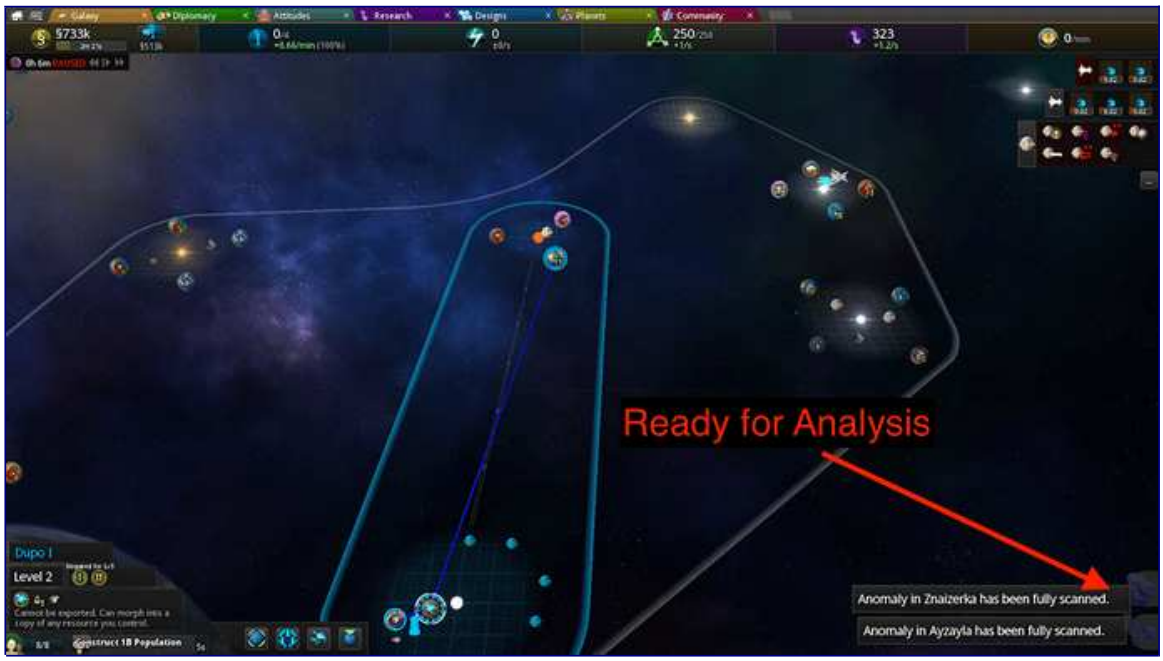
1. We are at the 6 min mark in the game.
2. We have patiently built Dupo I to 8/8 population
3. We have 2 colonists queue up.
4. We have identified our expansion target. Towards the Galactic center via the left star systems.
5. Our scouts are busy scanning debris.
6. We started a factory on Dupo I because we have a healthy economy.
7. We started accumulating Influence so that we can use the diplomacy system.
8. Our research is approaching 500 steadily and we'll be able to use the research system soon.

Overall, we have not encountered any big problems. Let's proceed and put our colonization plans into action. The next section will proceed very quickly as I have already covered major portions of the UI. There will be less writing and more pictures!

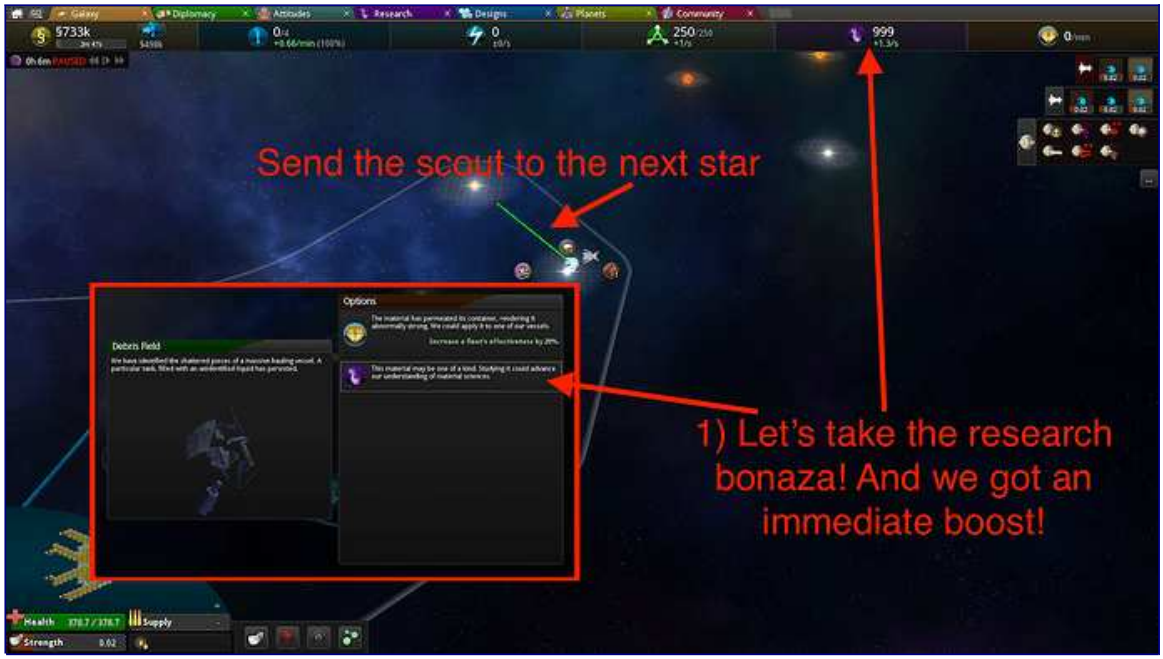
We'll then slow down again as we discuss diplomacy and research. I'll also be keeping track of the time and highlight interesting things our scouts find.

Sep '16

More exploration



001.png1024×576 531 KB



002.png1280×720 724 KB

Research

003.png1280×720 872 KB

The research tree/web from the plain vanilla looks very different from the DLC tree. In fact this is the first time I am looking at the new DLC research tree. It seems like SR2 has rebalanced the tree and have added new stuff in it.

Interface Tip: Research Screen You can left click+drag to move around the screen. The mouse scroll zoom in and out of the screen. Hovering over the various technologies which are represented by squares brings up a helpful tooltip which briefly explains what the technology does.

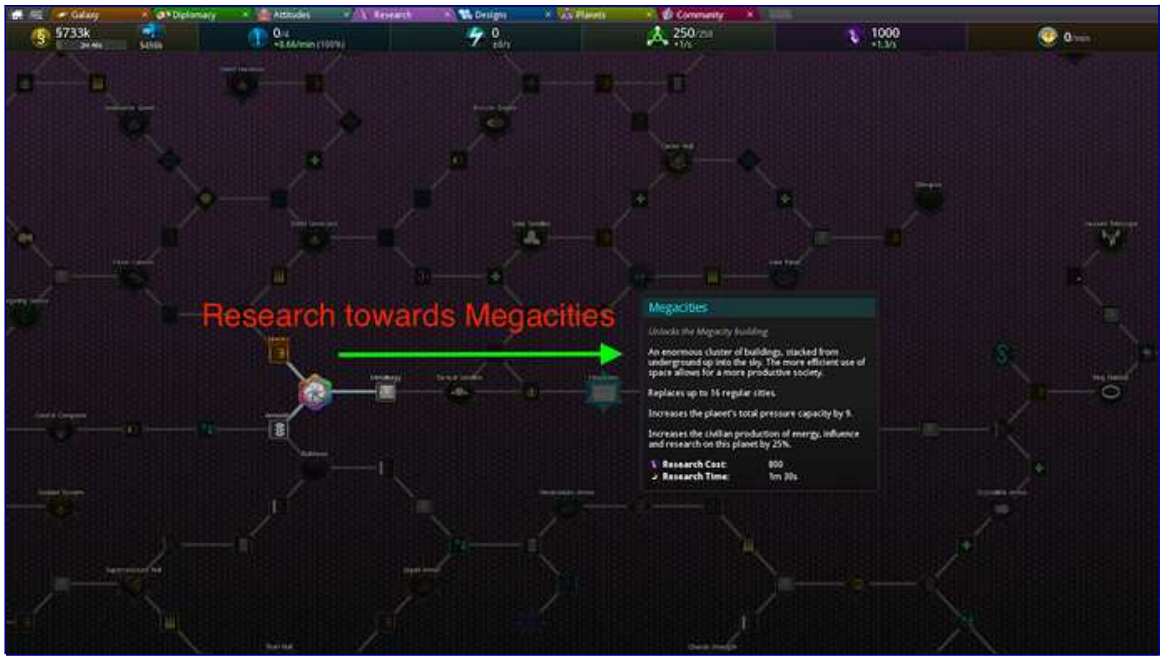
Take your time and move around the Research screen while paused. There are a whole heap of technologies available for research. You can see how much each research cost clearly. Sometimes, you can use budget or other types of resources instead of research points to buy the technology. It is my opinion that we should ALWAYS buy it with budget because research accumulates at an extremely slow rate relative to budget.

For our purposes, we'll like to get some technologies that boost our economy. Let's take a look at the web.

004.png1024×576 561 KB

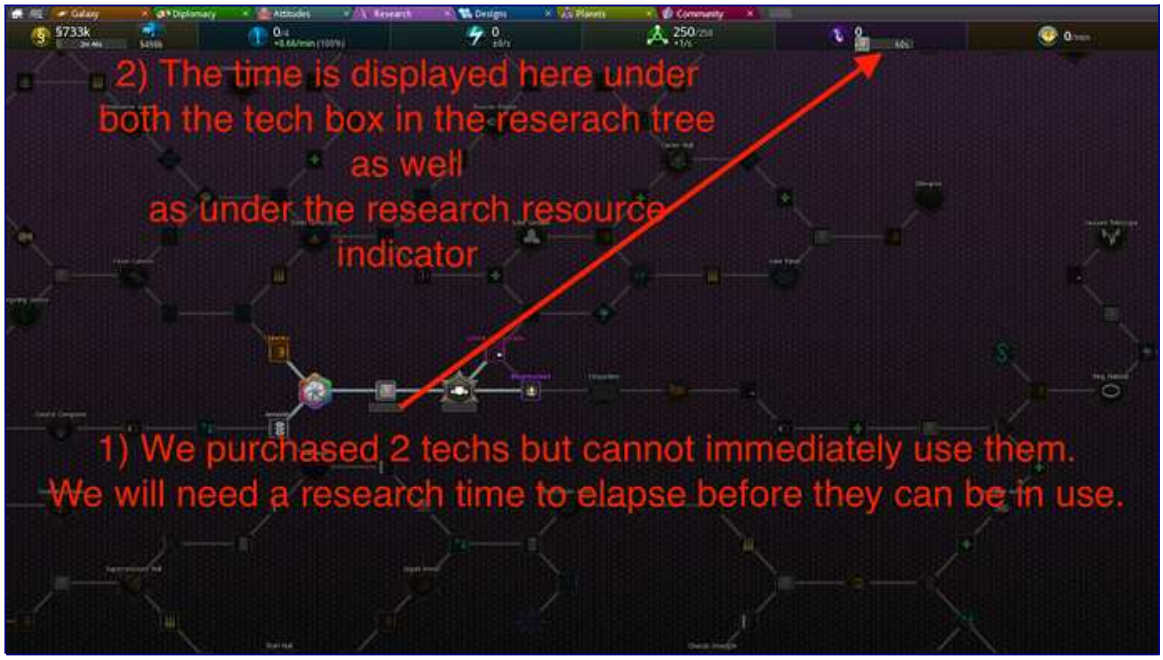
There was a big change to the Technology web in the DLC. I see that the Industry Techs are only along a narrow band, we also not that interspaced with key techs are general improvements that may also help productivity on planets. E.g. Metallurgy which makes Factories more productive are interspaced throughout the tech web.

Let’s research some powerful Economy tech. We aim for the Megacities.



005.png1024×576 540 KB

And we pick up 2 technologies along the way.

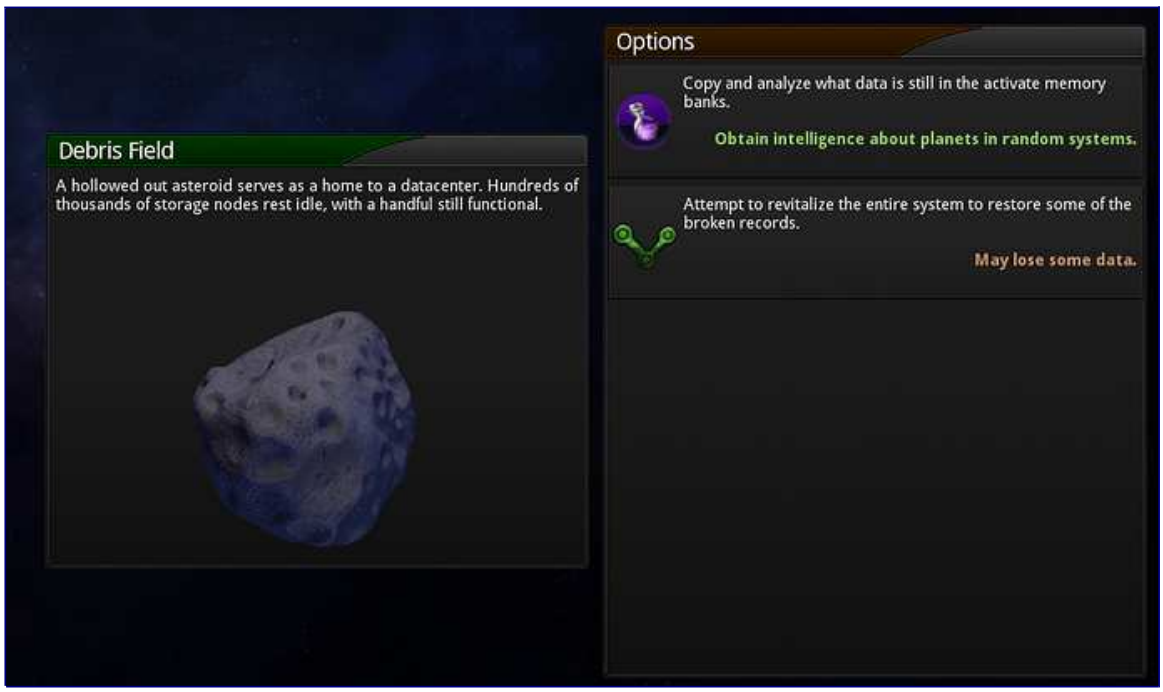

2) The time is displayed here under
both the tech box in the reserach tree
as well
as under the research resource
indicator
1) We purchased 2 techs but cannot immediately use them.
We will need a research time to elapse before they can be in use.

006.png1024×576 598 KB

All acquired technologies have a “research time” attached to them. This means that for the period of the research time, (like a cooldown), the technology benefits cannot be utilized. There is a special race that does not have any research time.

007.png1024×576 486 KB

And we examine the other Anomaly.


Debris Field
A hollowed out asteroid serves as a home to a datacenter. Hundreds of thousands of storage nodes rest idle, with a handful still functional.
Options
Copy and analyze what data is still in the activate memory banks.
Obtain intelligence about planets in random systems.
Attempt to revitalize the entire system to restore some of the broken records.
May lose some data.

008.png1058×624 239 KB

The “Attempt to revitalize the entire system” looks quite interesting… Let’s do it!!!

And nothing! =(

010.png1024×576 509 KB

And we un-pause and see how things develop.

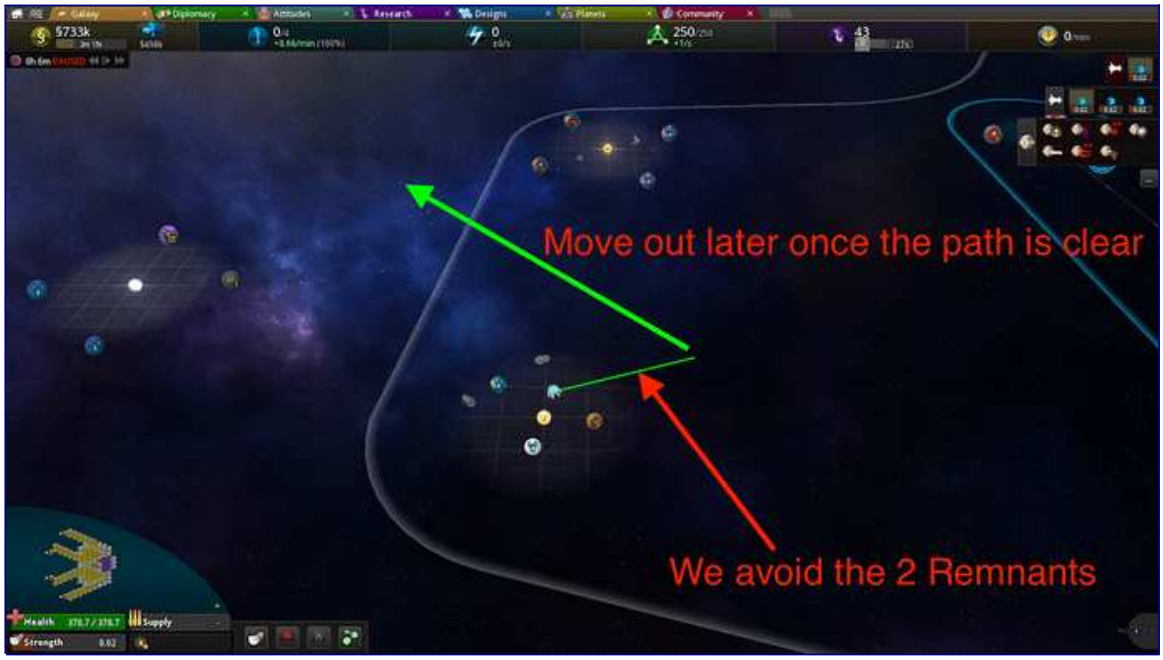
Sep '16

011.png1024×576 534 KB

012.png1280×720 531 KB

Debris Field
The warship's internals appear to have been damaged more than we anticipated and will require intensive refitting.
Fortunately, we've been able to decode the ship's programming in the mean time. We will be able to fully operate the ship once its reconstruction has completed.
OK

No warship for us again…



Shifting Gears, Speeding Up

As you can see, we are basically using our scouts to explore the stars and see if we can find any interesting finds.

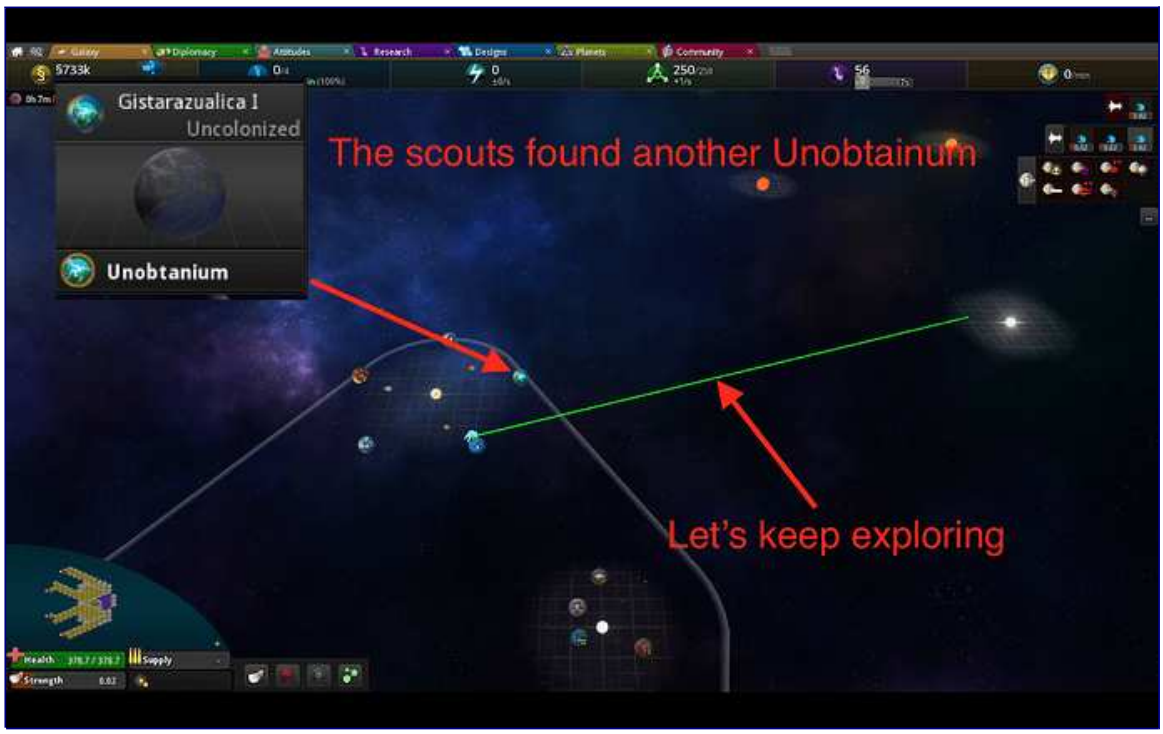
What'll I'll do for the following posts is to speed up the updates and show you guys how the empire is managed at a macro level. The rest of the interesting stuff you can find during exploration, I'll leave it to you to experience the joys of discovering treasures yourself =).

Near Term Goals

My near term economic goal is to build 2 more level 2 level 2 planets before upgrading Dupo I to level 3. And meanwhile I'll use the scouts to find if we can find an FTL resource. As you may have noticed, our FTL is being used at a high rate. And it will deplete even faster as we ramp up our economy for expansion.

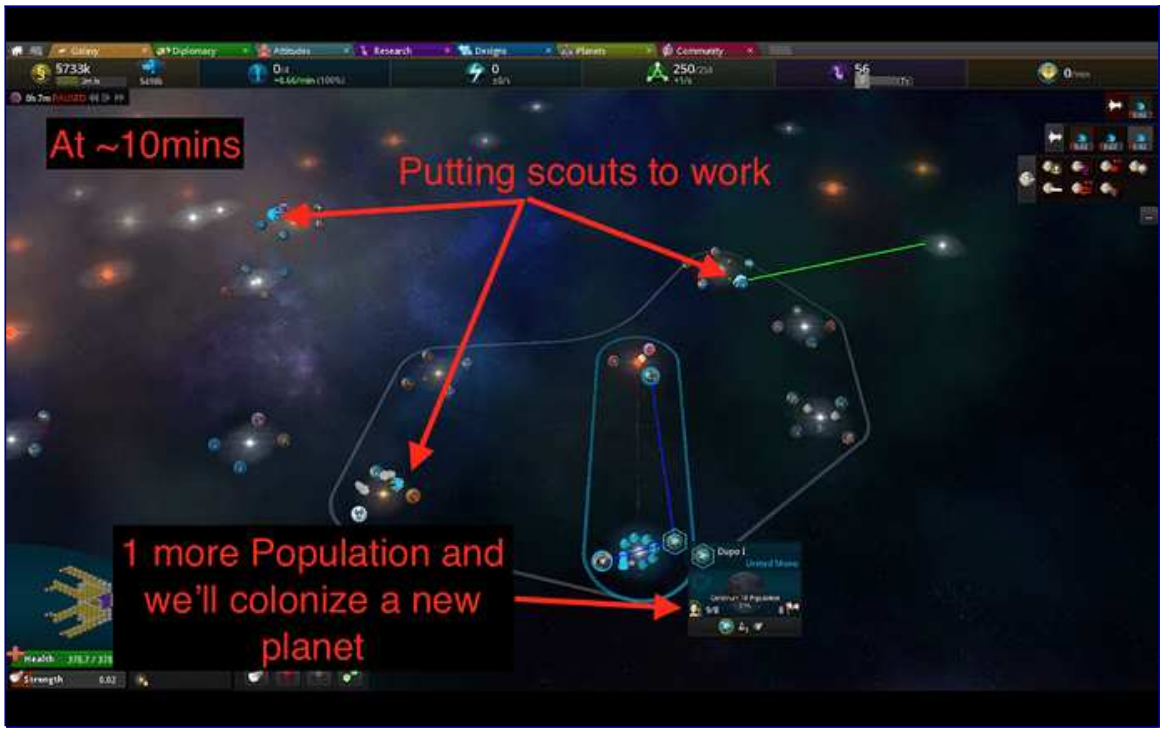
##Building our Economy: The Patience Game

Game Time: ~7mins



001.png1280×800 675 KB

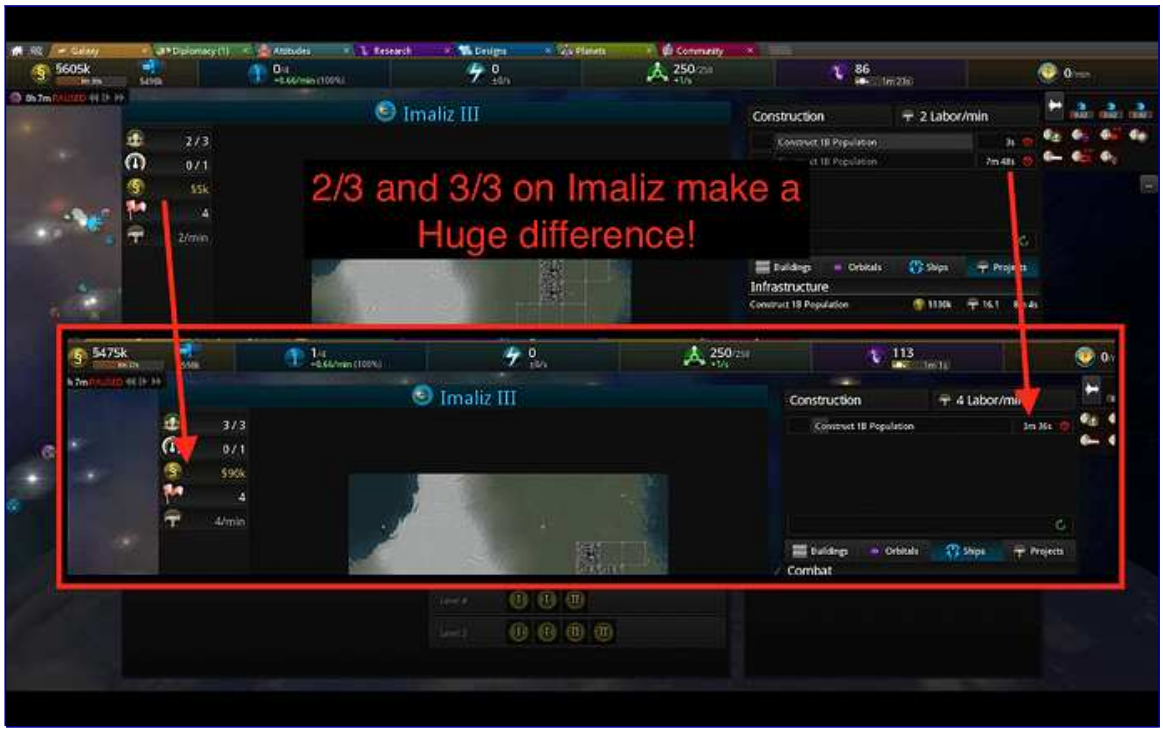
We found another Unobtainuim. Unfortunately, we cannot do much at the moment was we just cannot utilize our finds due to our relatively weak economy.



002.png1024×640 494 KB

We'll keep producing Population at the Dupo I and we now observe that our Colony at Imaliz 3 is almost at 3/3.

003.png1024×640 529 KB



004.png1280×800 516 KB

Now we find that it is optimal to keep Planet Populations at Maximum so that our labour is high! It make a big difference!

005.png1024×640 521 KB

Now, we have 2 Population on our Dupo I that can be used to build a new colony. Let's do that with our Glass resource at Wiltirioa III. The reason we pick it is that it'll be our Tier I planet which we'll use to build up our Tier 2 planet. In addition to Income which we'll need more of, it also generates 1 Energy.

Using LEFT CLICK Dupo I, RIGHT CLICK Wiltirioa III, LEFT CLICK "Transfer 1B Population", we colonize the Planet with our excess Population from Dupo I.

006.png1024×640 502 KB

We waste no time and queue 1 Population in Wiltirioa III. We'll also ensure that Dupo I is still producing Population for the 3rd Population at Wiltirioa to jumpstart it's economy.

Our first point of Influence generated from excess budget.
The farther we teleport the colonists, the more FTL we expend
Wiltirioa III starts generating Energy for us

007.png1280×800 610 KB

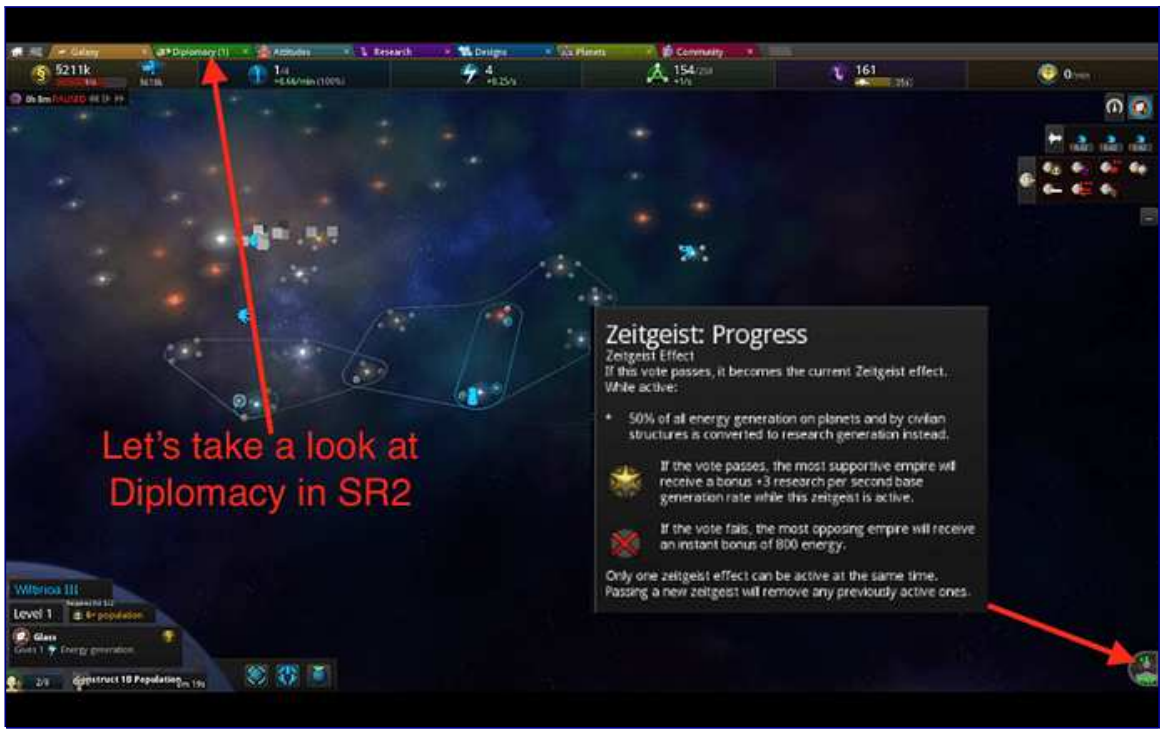
Now, we can see Energy increasing. It's increasing at only 0.25 per second. Yet we were told in our Planetary screen that it's generate 1 Energy. What's this?

008.png1280×456 160 KB

Game Mechanics: How the Game Balance Economic Output SR2 balances the game so that certain numbers do not get out of control. Since Energy is used to activate Artifacts which gives special bonuses and the requirements do not change, the designers have opted to "balance" Energy generation so that it's generation does not trivialize the requirements later in the game.

Each resource have a balancing curve that produces diminishing returns based on the number of planets, amount you have stocked piled as well as some hidden factors which I am not able to discern.
[Many Thanks to @GGLucas for feedback on this point.]

You will find that this applies to Research and Influence as well, this is how the game balances the economy. In our case, we note that we are penalized for having more planets when it comes to Enegry generation.


Let's take a look at
Diplomacy in SR2
Zeitgeist: Progress
Zeitgeist Effect
If this vote passes, it becomes the current Zeitgeist effect.
While active:
50% of all energy generation on planets and by civilian structures is converted to research generation instead.
If the vote passes, the most supportive empire will receive a bonus +3 research per second base generation rate while this zeitgeist is active.
If the vote fails, the most opposing empire will receive an instant bonus of 800 energy.
Only one zeitgeist effect can be active at the same time.
Passing a new zeitgeist will remove any previously active ones.

009.png1024×640 512 KB

Game Mechanics: Diplomacy SR2 has a unique Diplomacy subsystem among 4X. IMO it's a fantastic design that is easy to understand and provides players with a mental map of how Empires are interacting. It also comes with a simple to understand UI.

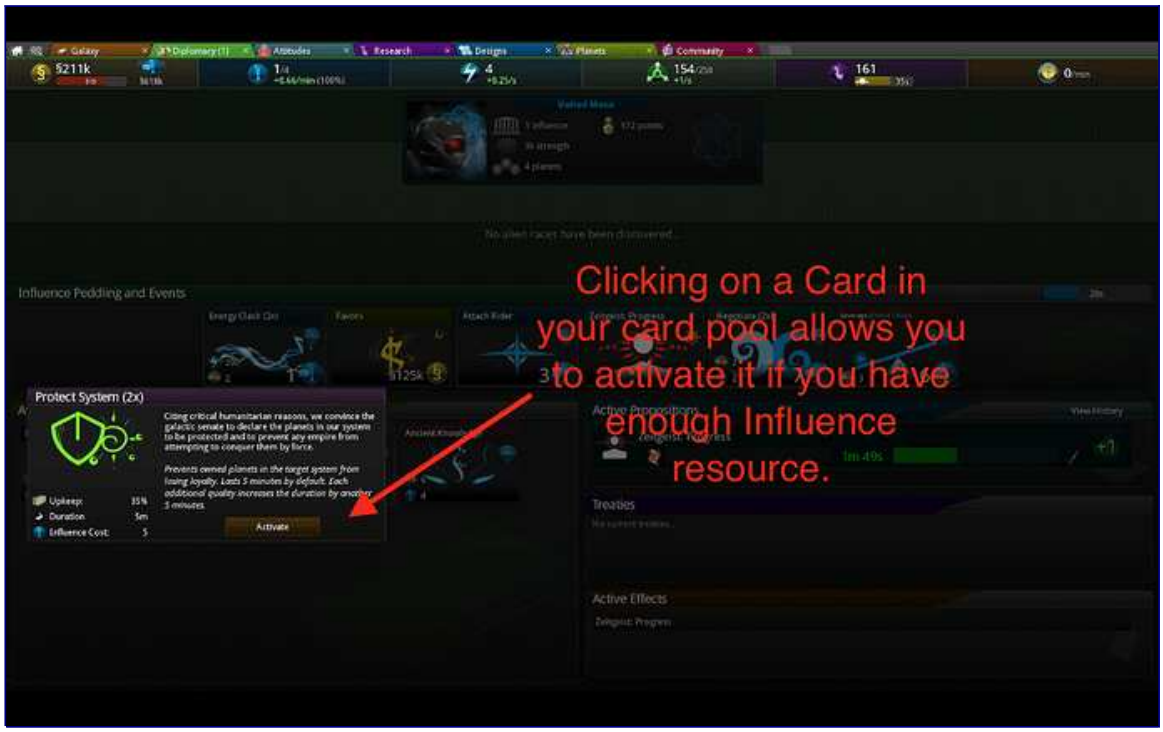
In addition to the usual treaty making 4X does, SR2 shuffles and randomly generates a pool of cards that perform various activities, like spying, economic, sabotage, defence boosting, loyalty enhancement, planet and system annexing etc.

You purchase the cards that you want with Influence or Budget and then plays them with Influence points. The UI makes it extremely simple to use. Simple clicks and well designed tooltips makes any beginner handle this easily. I'll leave you guys to explore the Diplomacy UI.

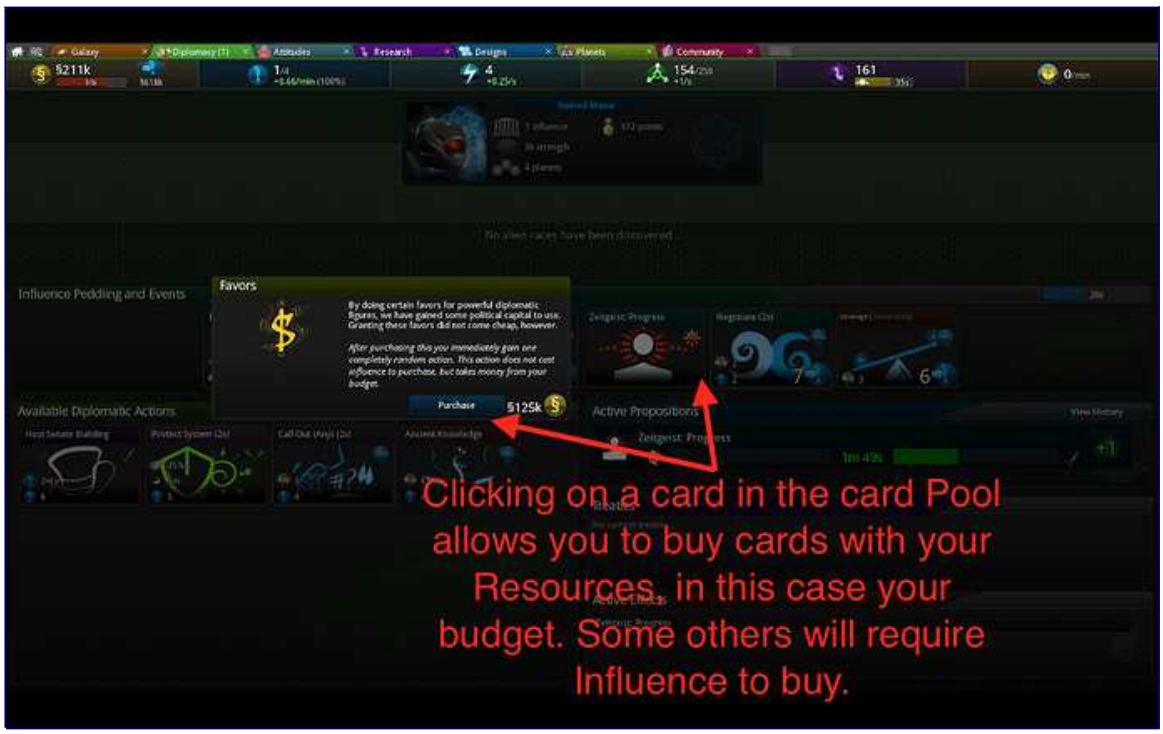
My prediction is that a LOT more 4X will start to implement Diplomacy like this.

Some cards when played do not require a vote. But some other cards that affect other empires or have a global effect requires a vote by all the Empires that are in contact. When a vote is in effect, you can influence votes by using cards in your posession. So it's important to play the Diplomacy game to ensure maximum advantage for yourself and not let your opponents get away with playing a card that make drastically affect you. Like annexing an entire Star system from you!

010.png1280×800 603 KB


Clicking on a Card in your card pool allows you to activate it if you have enough Influence resource.
Protect System (2x)
Activate

011.png1280×800 456 KB


Influence Peddling and Events
Favors
Purchase
5125k
Available Diplomatic Actions
Active Propositions
Clicking on a card in the card Pool allows you to buy cards with your Resources, in this case your budget. Some others will require Influence to buy.

012.png1280×800 462 KB

As you can see, the Diplomacy cards are expensive to both purchase and play. Let’s leave this for a moment and continue the game.

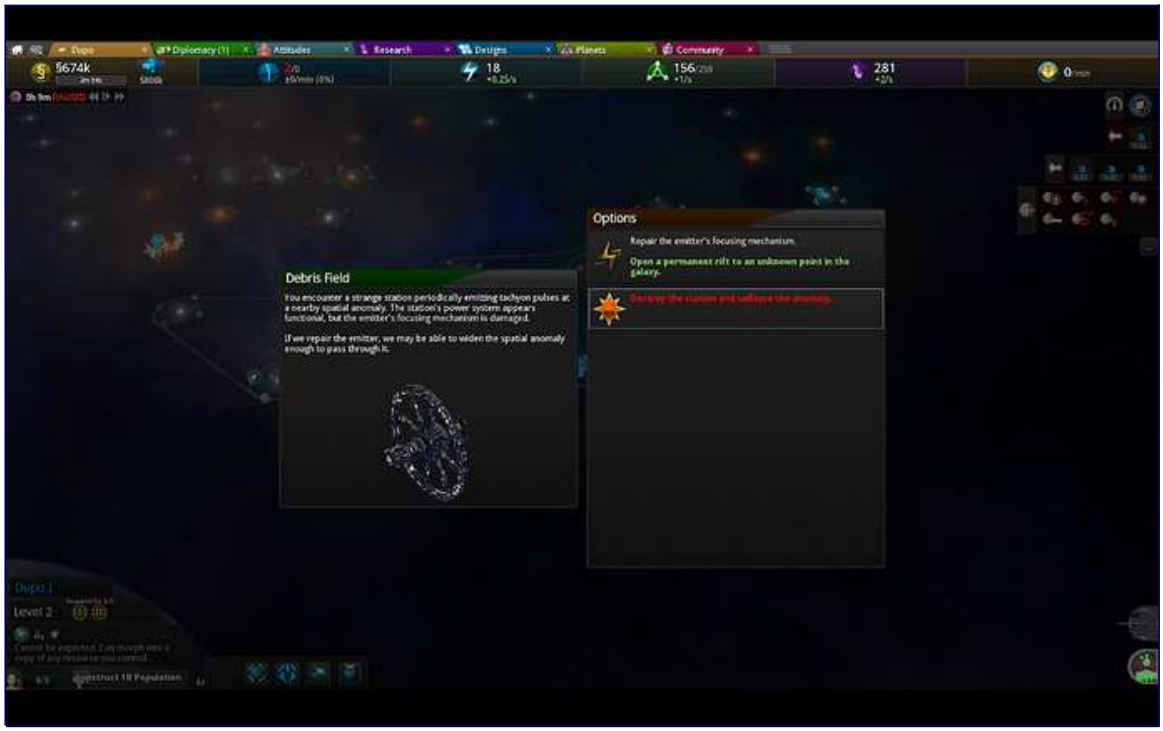
Building up the Economy

Game Time: ~9min

We jumpstart our colony by transferring 1 more Population into Wiltirioa III. This cuts down the Population production there as we prepare to colonize another planet.

001.png1024×640 532 KB

Meanwhile our scout discovered a potential rift from the debris scan.



002.png1280×800 504 KB

As we do not need to travel elsewhere and would like to just patiently explore, we'll collapse it.

Game Mechanics: Space Rifts Space rifts is another form of FTL travel. A rift is created between 2 points in space. It's very fast form of travel and is utilized by a race that can generate rifts for FTL travel.

Game Time: 13min

003.png1024×640 508 KB

We are now at 10/8 at Dupo I and is is ready for another colony.

004.png1280×800 695 KB

Let’s build this up so that it can become productive. We export from Wiltirioa III to Wiltirioa I.

Game Time: 14min

006.png1024×640 547 KB

We keep transferring Populations from Dupo I which is acting as our colonization engine to build up our base. But we are now getting concerned that our FTL generation is not keeping up with our colonization efforts. Our scouts have not been successful in finding a FTL resource so far ,which is

unfortunate. This may mean that we'll need to interrupt our colonization to tackle FTL generation by building a building. Meanwhile let's continue to build up Wiltirioa I.

Game Time: 14min35sec

007.png1024×640 520 KB

We note that Imaliz has produced a Population as well. As you can see, as we get more and more planets online, our colonizing efforts will become much easier with regards to Population. And we'll start to feel huge pressures on our FTL resource production. Hopefully, we'll be able to find a FTL resource to soon!

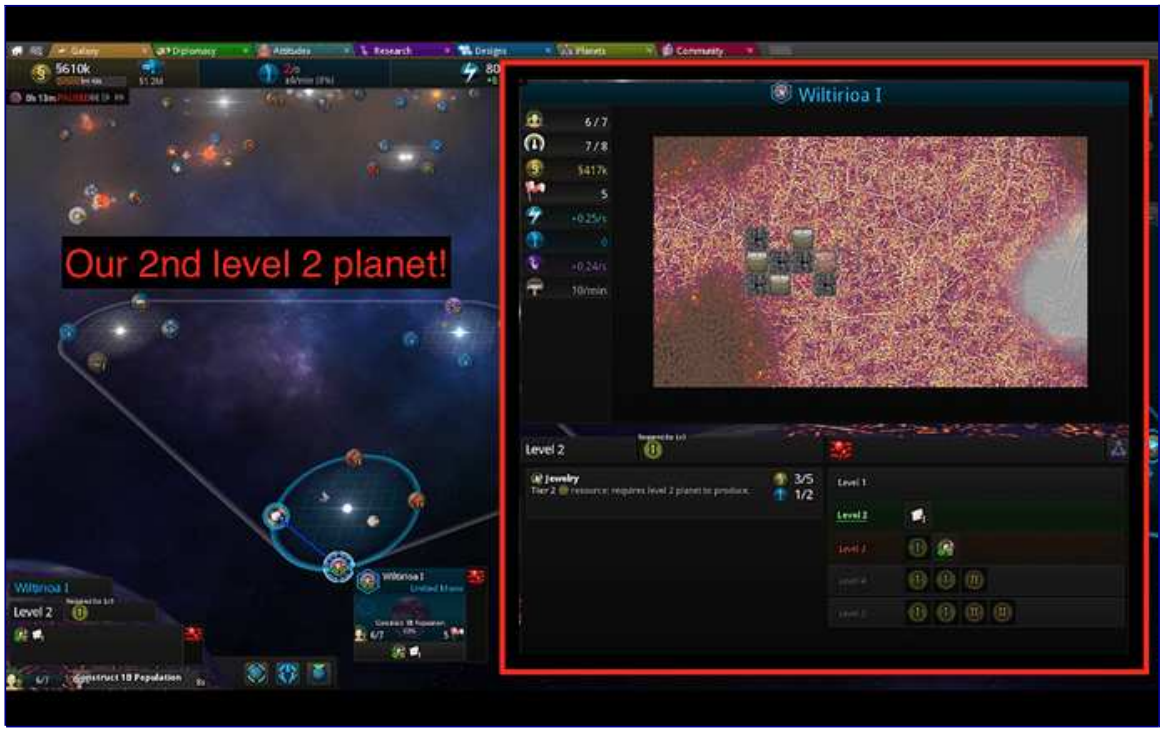
008.png1024×640 496 KB

We’ll keep exploring and building the Populations on our planets to ramp up our economy.

As we can see, our budget is getting stronger.

Our 2nd “big” planet.

Game Time: ~13 mins



001.png1024×640 562 KB

Our 2nd colony produces pressures for Influence and Income. As we have excess pressure capacity on our main planet Dupo I, it’ll be ready to receive the pressure from this planet. But we’ll need to link our 2 separate network up before we can export these pressure to Dupo I.

002.png1280×800 680 KB

FTL resource found!

We found our badly needed FTL at last!

003.png1024×640 512 KB

It's really far away. And there is no way we will be able to get there by slow colonization in time. How do we make use of the FTL which we were trying so hard to find?

Racial Tip: Using Mono's Teleport Colonizing and Unobtainium

So how do we make use of a planet so far away? Our answer lies in the Mono's starting Unobtainum. Unobtainum will be able to transform into any resource that is on one of our colonies. So we'll be doing this.

1. Teleport 1 Population into the FTL Crystal planet.
2. Use Unobtainium on Dupo I to transform it into a FTL Crystal.
3. Abandon the FTL Crystal planet.

Basically we utilize Mono's starting Unobtainium and their instant teleport capability to address our greatest need at the moment. Generating FTL resource.

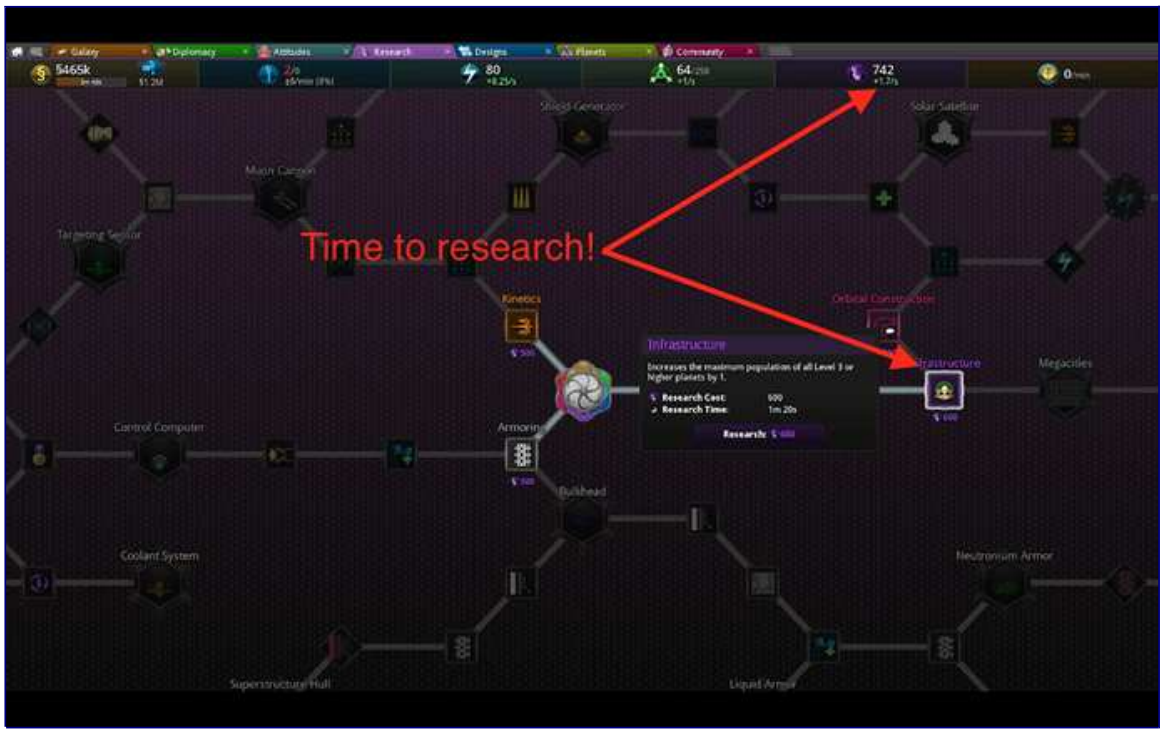
004.png1024×640 491 KB

005.png1024×640 487 KB

We have an excess Population on Dupo I 9/8, but it appears that we lack the FTL resource necessary to make the teleport. So we'll have to wait until we have 137 FTL to jump.

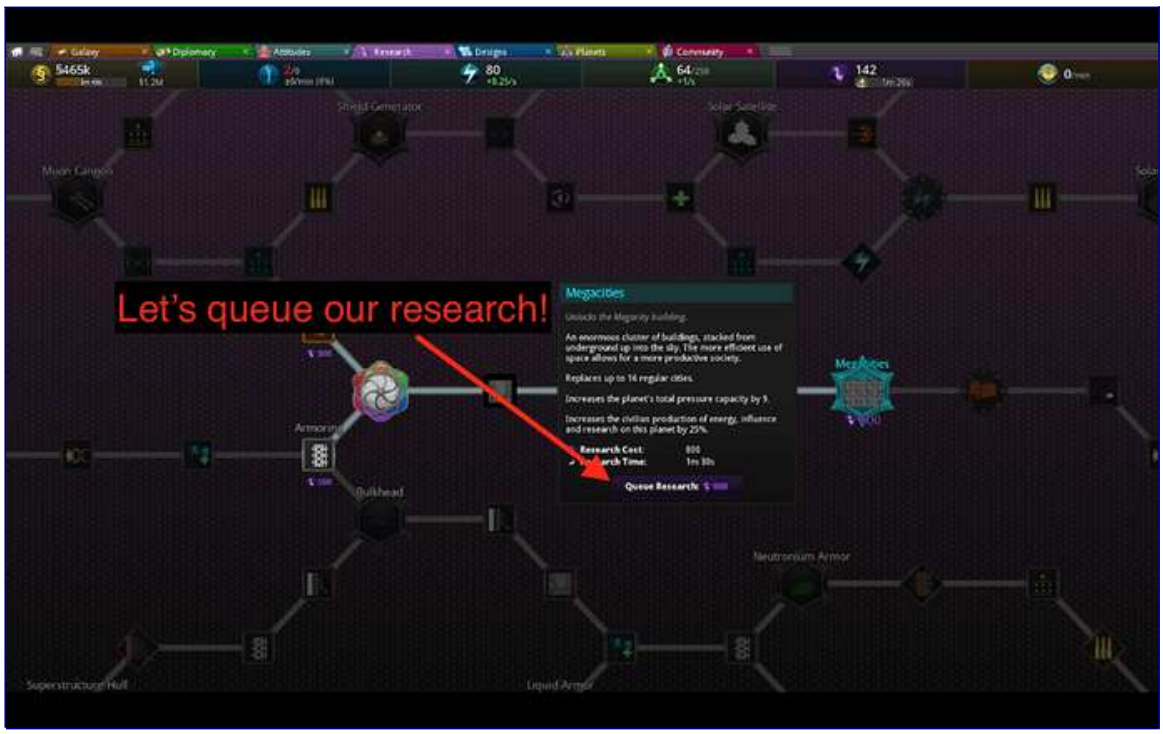
Meanwhile we'll get the scout to scan the debris. And get check on the rest of the planets. We can queue another Population on Dupo I it seems as it's has just finished building the Population.

In my excitement, I forgot research!



001.png1024×640 536 KB

I was tracking the research to wait for it to reach 600. But in my excitement and search for the FTL Crystals, I lost track of it. Better late than never. Time to get another tech!



002.png1024×640 517 KB

Interface Tip: Queue Research To help us not waste any time in our research. SR2 allows us to queue our research. Our research points will be used on the queued item when it's ready and will purchase it for use automatically.

We queue the research so that I dont get over excited and lose track of research points and thus get techs as fast as possible.

We unpause the game and let it run to reach 137 FTL.

Discovering Aliens and Unobtainium to FTL Crystal

Game time: 17min 30secs

We found our first alien empire.

003.png1024×640 497 KB

004.png1280×800 613 KB

As can be seen, it seems that we are evaluated to be slightly ahead of the opposition. Which is not surprising because we're playing with Easy AI. Further more, we did a Peaceful trait so that we will not get harassed. This was a decision made at game creation so that we can develop peacefully and learn the ropes of the game.

More on interacting with the race later.

Using the Unobtainium

We’ve decided to transform the Unobtanium to FTL Crystals.

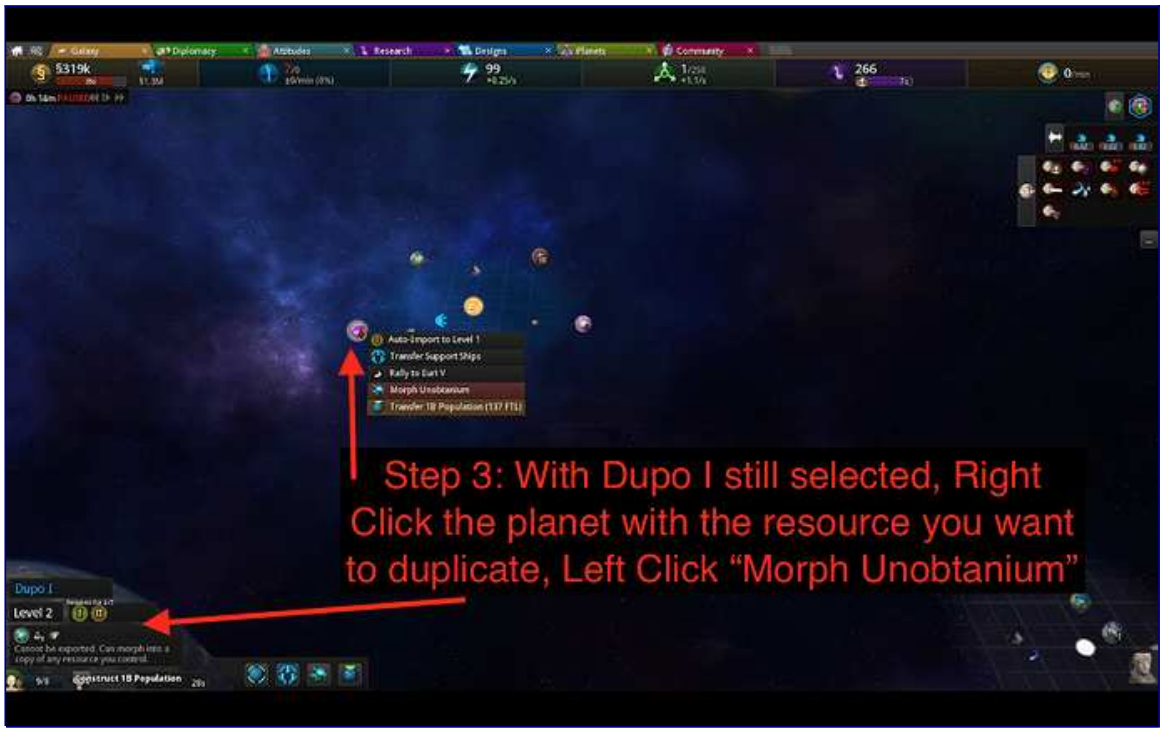
The way we do this is as follows:

1. Transfer 1B Population to the FTL Crystal Planet
2. Left Click Dupo I, Right Click the FTL planet, Left Click Morph Unobtanium
3. Abandon the planet

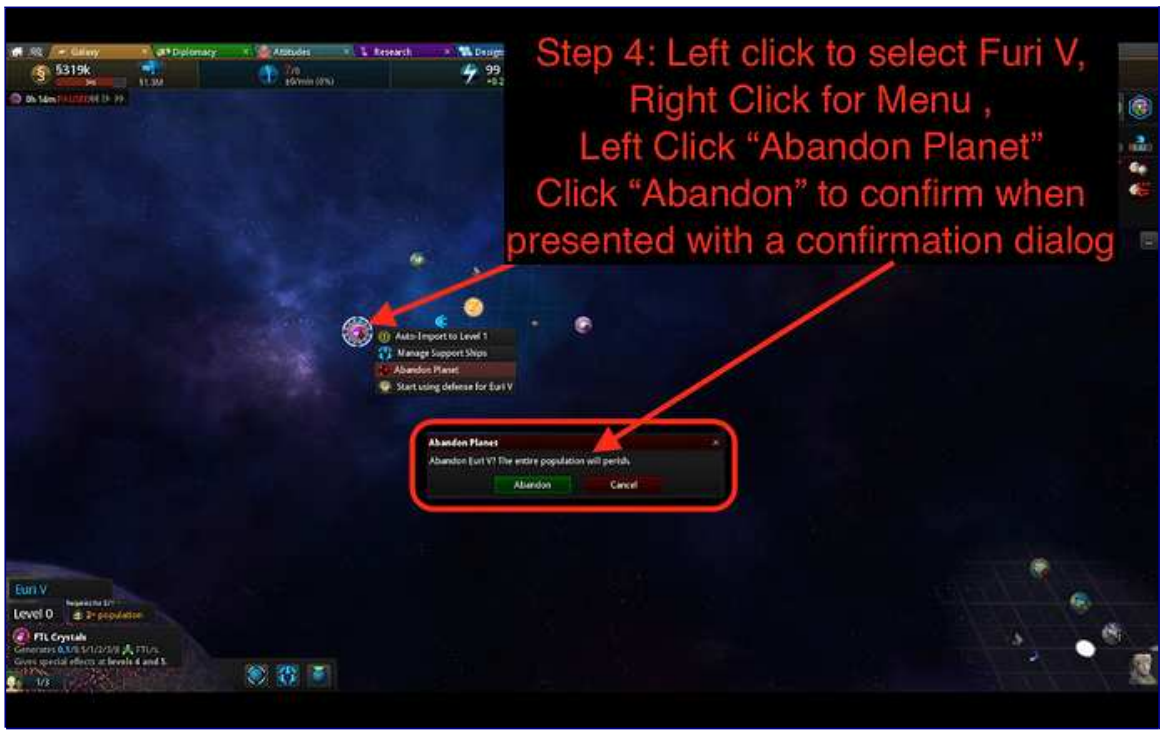
Result: We now have FTL Crystal on Dupo I and because we are a level 2 planet. Our FTL generation is increased by 1.

005.png1024×640 501 KB

006.png1024×640 491 KB


Auto-Import to Level 1
Transfer Support Ships
Rally to Dart V
Morph Unobtanium
Transfer 1B Population (137 FTL)
Step 3: With Dupo I still selected, Right
Click the planet with the resource you want
to duplicate, Left Click “Morph Unobtanium”

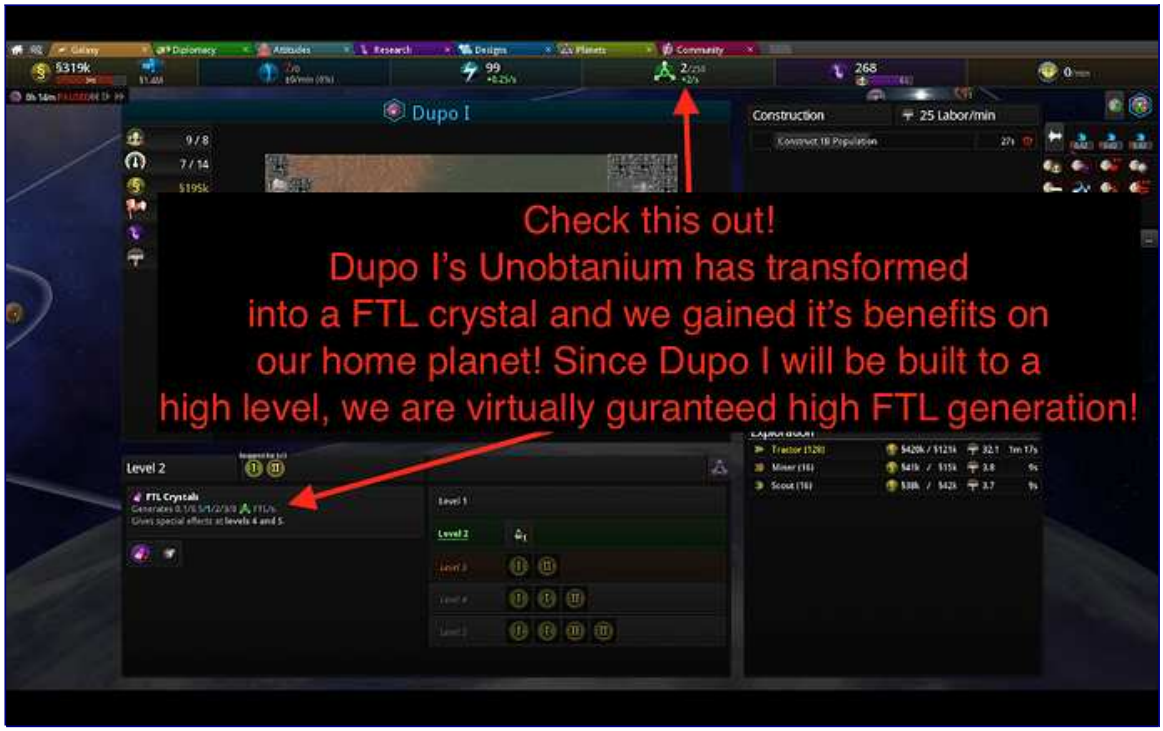
007.png1280×800 652 KB



008.png1280×800 645 KB

The reason we abandoned the planet was because we didn’t want to be burdened with a far off planet we cannot protect nor develop. It will also be a drain on our resources since SR2 balances resource generation by dividing the totals we generate over the planets we have.

We doubled our FTL generation!


Dupo I
Construction
25 Labor/min
Check this out!
Dupo I’s Unobtanium has transformed
into a FTL crystal and we gained it’s benefits on
our home planet! Since Dupo I will be built to a
high level, we are virtually guranteed high FTL generation!
Level 2
FTL Crystals

010.png1280×800 429 KB

We just made use of our racial starting advantage to tackle a huge need that our race need. FTL for our teleporting needs!

Game Mechanic: FTL is not subjected to Resource balancing/reduction It would seem that FTL Crystal generation on our home planet is not subjected to the Resource balancing that SR2 does for Energy, Research and Influence. This is a great boon for us as FTL is a very crucial resource.

Game Mechanics Disputes, Errors and Clarification and Correction

I went back and re-looked at the numbers. @GGLucas is correct, Influence, Energy and Research have different diminishing return curves and penalties. They seem to be affected differently by the number of planets and stockpile amounts, I dont not have the various factors involved here as they are hidden from us, maybe someone can provide the math for this. I've amended the tutorial posts above to more correctly phrase this so as not to confuse beginners with my simplistic explanation.

Thanks for the catch!

Our first outpost

Game Time: ~15 mins

We can either build an outpost or a colony planet to colonize a star. As we had learned earlier, stars must be linked up to participate in each other's the economy as imports and exports travel along starlanes.

But level 0 planet colonies drain our Income due to their -80K maintenance costs. So the Mono, food and water planets does not help us grow at all but in fact is a drain on our resources. So how do we avoid this drain and still want to colonize a star for it's starlanes.

Game Mechanics: Outposts Outposts are Orbitals we can build to establish a presence in a star. They allow us to utilize a star's trade lanes with a minimal maintenance cost. Outposts can be constructed by a planet that is from a different star system.

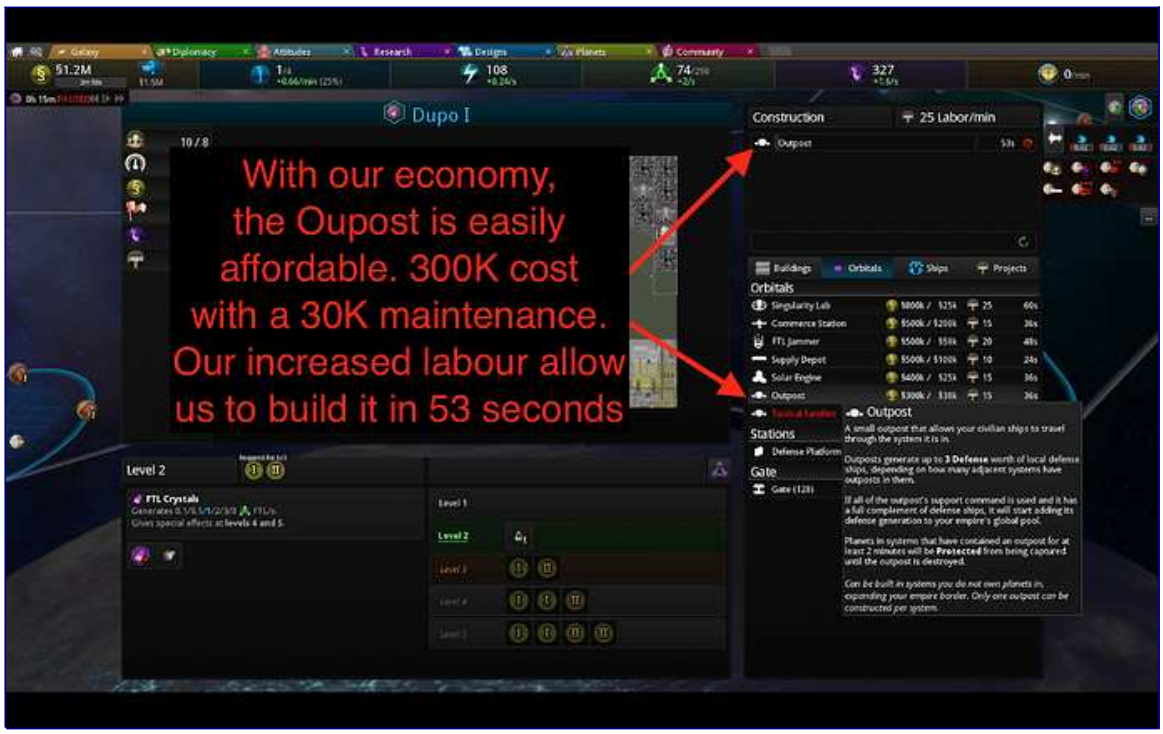
Let's build an Outpost instead of colonizing a planet that is not useful to the Mono.

001.png1024×640 500 KB

We use Dupo I, because it has the highest Labour, to construct the Outpost.

1. To build an outpost, we double click into Dupo I's planetary screen.
2. We select the orbitals tab and click on Outpost
3. We will be brought to the Galaxy screen where we can pick a spot to build the outpost. We left click on the place we want the outpost built.
4. We keep the Outpost out of the range of the Remnants.
5. We wait for the build to complete.

We can reasonably delay building our Population for a while because we are also accumulating FTL for the next colonization effort to build another level 2 planet.


With our economy, the Oupost is easily affordable. 300K cost with a 30K maintenance. Our increased labour allow us to build it in 53 seconds
Dupo I
Construction
25 Labor/min
Outpost
Orbitals
Stations
Gate
Level 2

002.png1280×800 575 KB

003.png1024×640 480 KB

004.png1024×640 471 KB

A Quick overview and execution of plans

1. What we'll do next is to build some combat ability to clear up the Remnants and obtain the stuff they are guarding.

So as per request, I'll talk about the Ship Designer next.

Game Time: ~16mins

According to plan, we have also built an additional colony
With the outpost complete, our empire is linked up.
Check out the nice new border
Kipax I
Native Gold

001.png1024×640 510 KB

Our outpost links up our trade network and we can no import and ship crucial resources around.

You will note that whenever possible, we'll like to expand to the Galatic Center. The reason for this are the abundant special resources we can make us of there. They give special bonouses and there are very good planets like "Vast Plains" that can become very productive.

Our immediate plan is this, use this time to ship our level 2 resource to Dupo I so that it can utilize the spare capacity to build the buildings to exploit the resources for the pressure they exert.

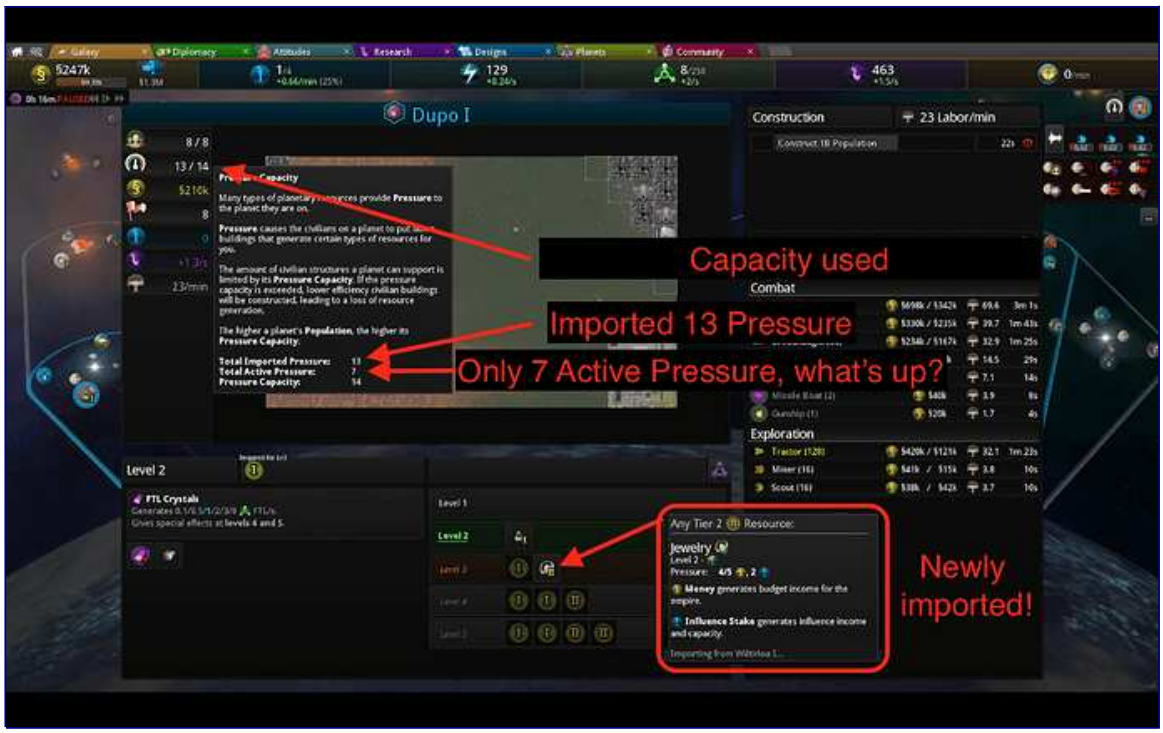
Additionally, we'll colonize another Tier 2 planet and level it up to level 2 with 6/8 population.

Then with the 3 8/8 Level 2 planets, we'll level up Dupo I to level 3 and ship Populations to it very quickly because we'll have 3x relatively good labour planets producing Populations.

Let's put this into effect.

002.png1024×640 529 KB

When we take a look at Dupo I, we see it's excess spare capacity being used up.



002a.png1280×800 679 KB

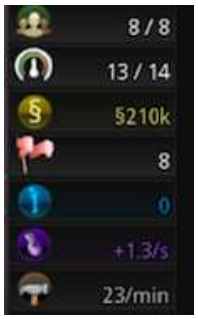
We export the tier 2 resource from Witirioa to Dupo I. This allows Dupo to build structures and utilize the space capacity.

But we notice that the Pressure is not used immediately.

Game Mechanics: Pressure takes time to become active If you recall, when we first imported Chemicals, it took some time for the University to build up. When Pressure is first exported to a

Planet, it will automatically build buildings to take advantage of the Pressure. Before that happens, the Pressure is imported but not active.

Therefore, it is good to immediately export to a Planet that you have intended to be a recipient of resources, because it takes time for the structures to build.



This is our current Planet summary at Dupo I, you can see that our Influence is still at 0. That is because, Dupo I, although it is importing 2 Influence from Wititioa, does not have the building to generate Influence yet.

Game Mechanics: Pressure and Planet Space and Retooling of Economy We now know that Pressure takes time to become active. And Pressure utilization requires space on the Planet. This means that we cannot willy-nilly build our own structures and expect a planet to become a “super” productive planet. We must have space for the Pressure buildings to be built.

Furthermore, whenever we decide to change pressure on Planets, we will be negatively affected in our Economic output because planets that used to have different Pressures must now demolish old unnecessary buildings and build new buildings to take advantage of the new Pressures! The demolishing and building takes place automatically and does not require management on our part. All we need to remember is that change Pressure will affect economy negatively while the Planet affected builds buildings to handle the new Pressure.

We colonize a Tier 2 planet and export a Tier 1 resource to it, making it a level 2 planet which will become productive when it hits 6 Population.
Kalo III
Level 1

003.png1024×640 511 KB

Meanwhile, I colonized a Tier 2 Jewelry planet on the right of the empire and route the newly colonized Tier 1 resource to it. And we'll build up the population to promote it to a Tier 2 planet.

It may seem odd that I do not use a nearby Tier 1 resource to promote the colony on the right.

The reason for this is that I'm rapidly expanding towards the Galatic Center. As long as I'm able to I'll use planets that are towards the core for the expansion plan.

A quick survey of our opponents

004.png1024×640 495 KB

We take a quick look at the opposition. You see that it has 7 planets across a few stars, but they are not as productive as us as they have some Tier 0 food and water planets in their midst. So we are ahead of them in our development. Let's see if we can pull even further ahead.

Game Mechanics: Vision and Fog of War In SR2, vision is only granted when you have a presence in a Star system. There are other special conditions like Sharing Vision with an alien Empire, or getting specials that allows for vision. An example we will utilize is a special bonus of the FTL Crystals we have on Dupo I, At level 4, it will grant us vision of ALL FTL travel.

So it's not safe to assume that your last view of a star system had not changed in the meantime. It's dangerous! Fog of War is real in SR2.

The wait as we boost our Economies

Once Aylayza II becomes level 8/8, we'll colonize another level 1 planet and make Dupo I into a level 3 planet. (We are already receiving 1 Tier 2 resource to meet 1/2 the requirement for level up at Dupo I).

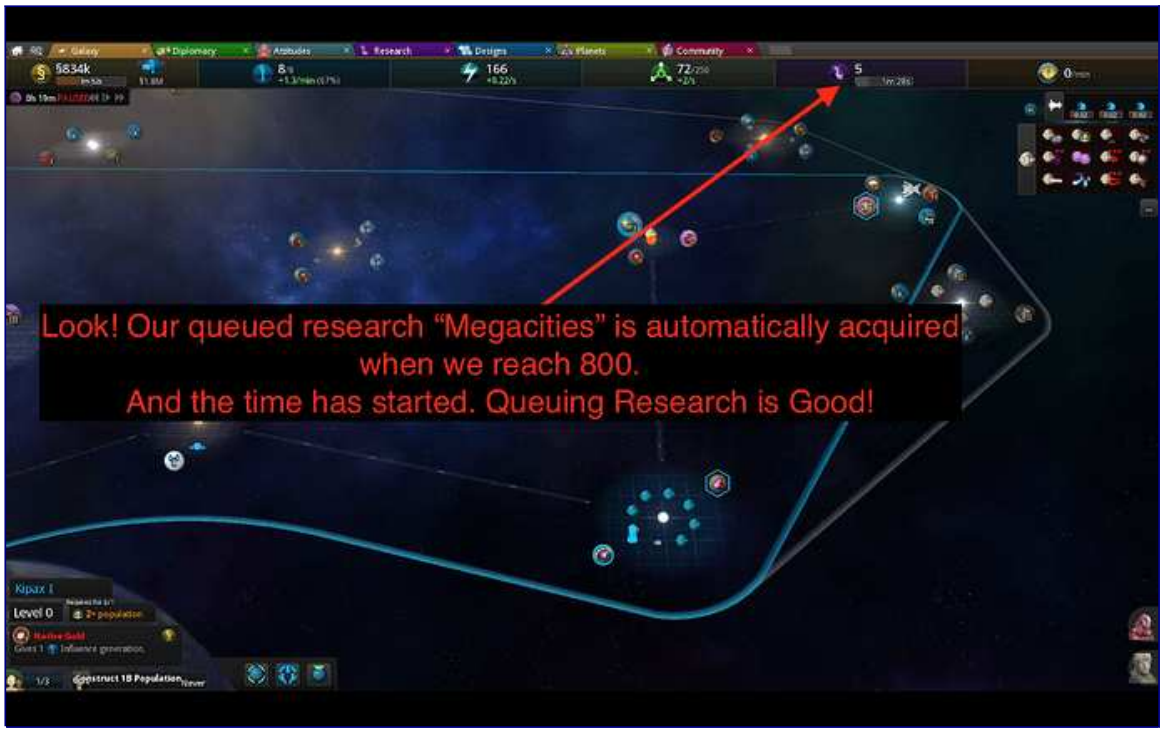
007.png1024×640 549 KB

We have achieved another level 2 planet. It’s currently at 6/8 Population. We’ll let it build it’s own Population to fill it up. Now we will now make out Dupo I level 3 by expanding towards the Galatic Center for a Tier 1 resource again.

008.png1024×640 519 KB

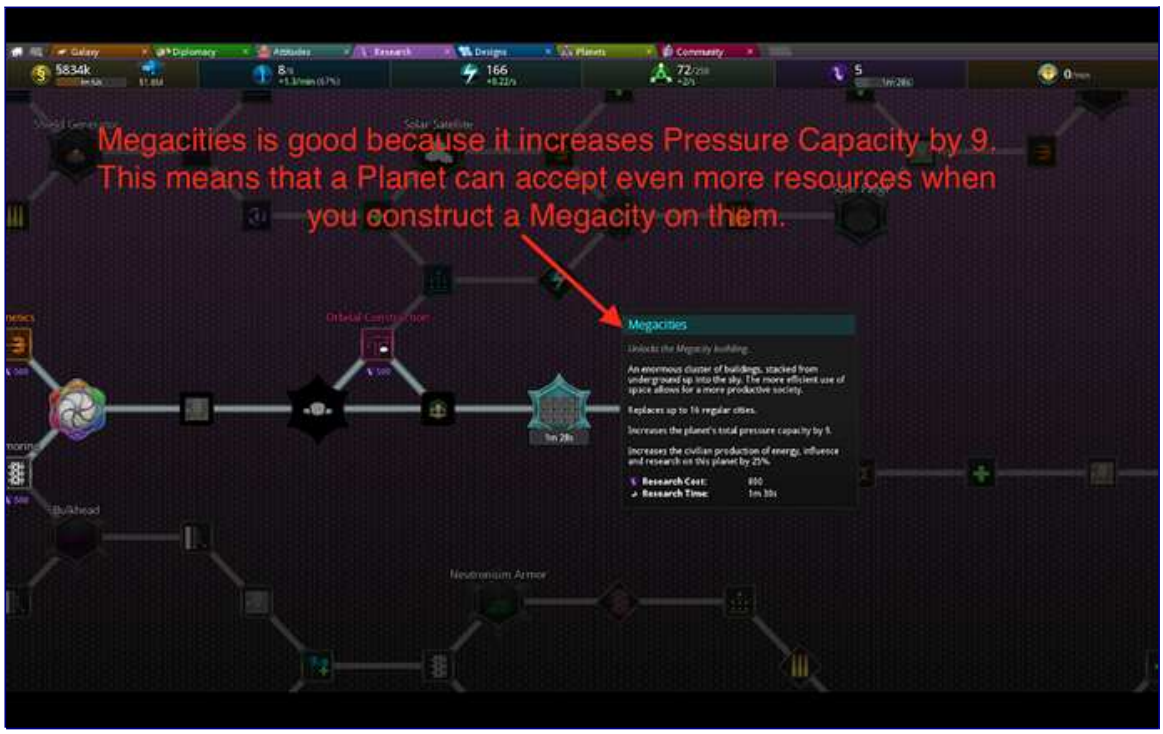
009.png1024×640 487 KB

We pick Kipax I for it’s Native Gold resource. We are fortunate in the positions of the planets and Remnants as this mean that we will not be blockaded.



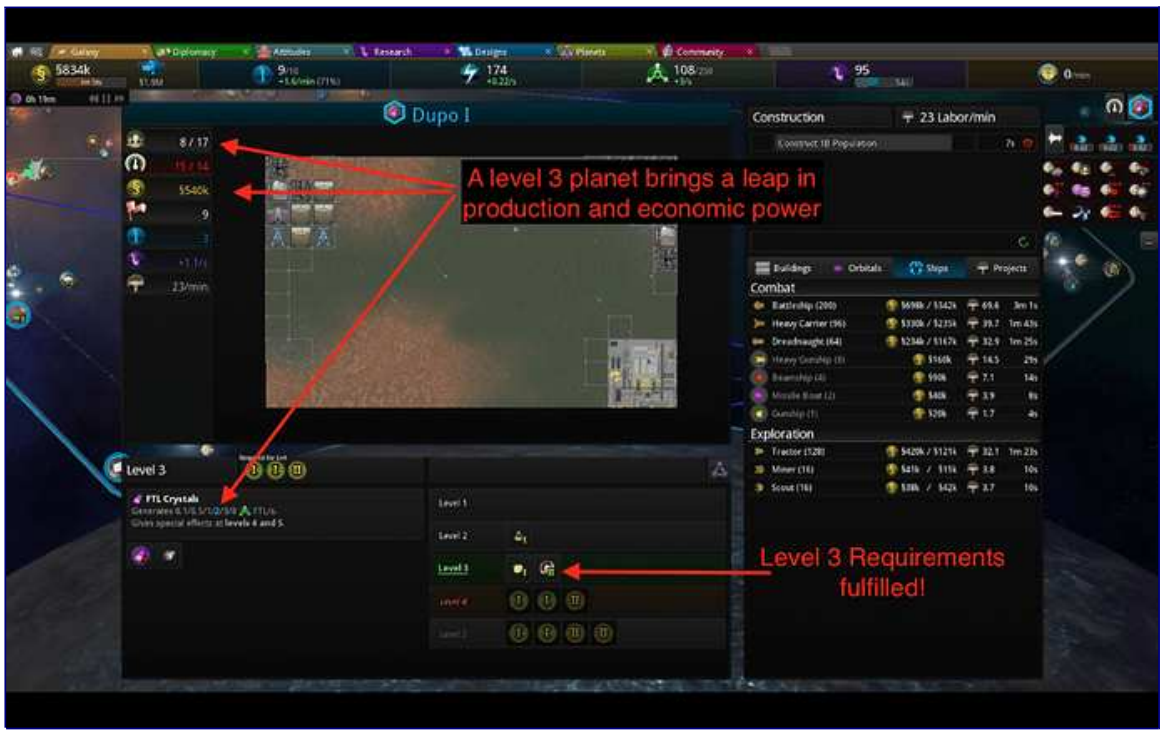
010.png1280×800 690 KB

Meanwhile our queued research is automatically acquired. As we can see, Megacities is being researched. This is a great tech as it allows us to increase our pressure capacity which will allow us to create planets which can be even more productive.


Megacities is good because it increases Pressure Capacity by 9.
This means that a Planet can accept even more resources when you construct a Megacity on them.
Megacities

011.png1024×640 553 KB

012.png1024×640 532 KB



012a.png1280×800 643 KB

Dupo I now becomes a level 3 planet. We'll fill it up with Population to take advantage of the increased production capabilities. As you can see, Dupo I is becoming more powerful. As a thumb of rule, 1xLvl3 planet > 2xLvl 2 planet > 4xLvl 1 planet

Game Mechanics: Geometric Growth In SR2, economics of a planet grows by GP, meaning effectives are multiplicative. Because you can build unique structures as well as import special resources to boost a planet with multiplicative effects. The power of a high level planet normally exceeds the sum of the productive abilities of individual planets contributing to it's levels. This is why it is necessary to have high level planets in your empire if you want to dominate your opponents.

Summary

2. So far we have used 16min of game time and is growing very well.
3. We have a level 3 planet with 2 level 2 planets which can reasonably produce Populations.
4. In a few minutes, our Dupo I would have reached 17/17 in Population. (16/16 is the standard but we had researched a Tech that gives a bonus 1 Population to Level 3 planets earlier and we now have it's benefits.)

#Ship Design: Theory and Practice

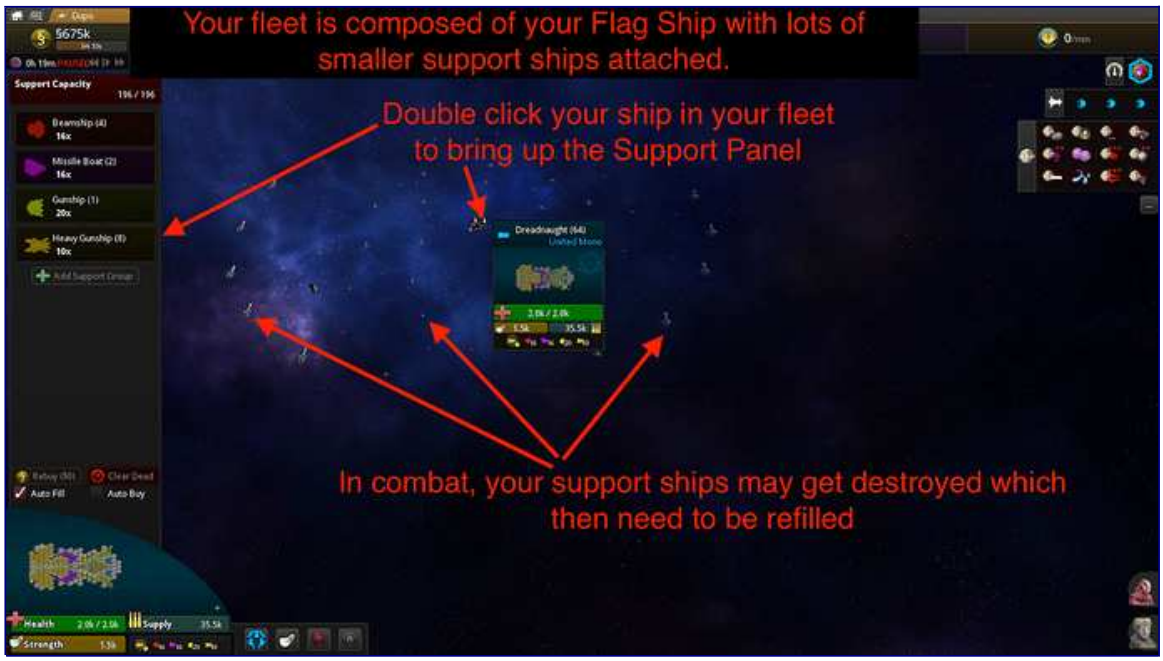
Disclaimer: I'm not an expert by any means and is writing this based on my understanding of the systems involved. Also, our research techs currently does not allow us to play around too much with the various systems like propulsion and weapons. BUT having said that I hope this section will be able to get a beginner to understand what is involved when we design and build ships and get effective at it.

Let’s start because I’m excited to write this portion which will one of the more difficult to write sections of the guide.

Theory: Flag Ship and Support

There are different types of ships in SR2. We will be focusing on the combat designs so we’ll learn about Flagships and Supports.

We zoom into a fleet that we have and start from there


Your fleet is composed of your Flag Ship with lots of smaller support ships attached.
Double click your ship in your fleet to bring up the Support Panel
In combat, your support ships may get destroyed which then need to be refilled

Screen Shot 2016-09-10 at 6.53.15 AM.png1280×720 679 KB

A fleet is composed of 1 flag ship with the attached support ships. Flag ships can be issued orders and represent the command of the fleet. Think of it using modern analogy like a US Aircraft Carrier Group. The Carrier is the Flagship and it may have attendant destroyers, aircrafts, helicopters, AWACS, specialised corvettes, even an Aegis cruiser for missile and air defences, or submarines attached to magnify the power of the whole Carrier Group.

SR2’s fleet is like that. A Flag Ship will typically be the most powerful ship in a fleet, but it’s the entire’s fleet composition with the supports that determines the overall capability of the fleet. So a fleet’s overall firepower is dependent on both the **Flagship** and the **Support Ships** attached.

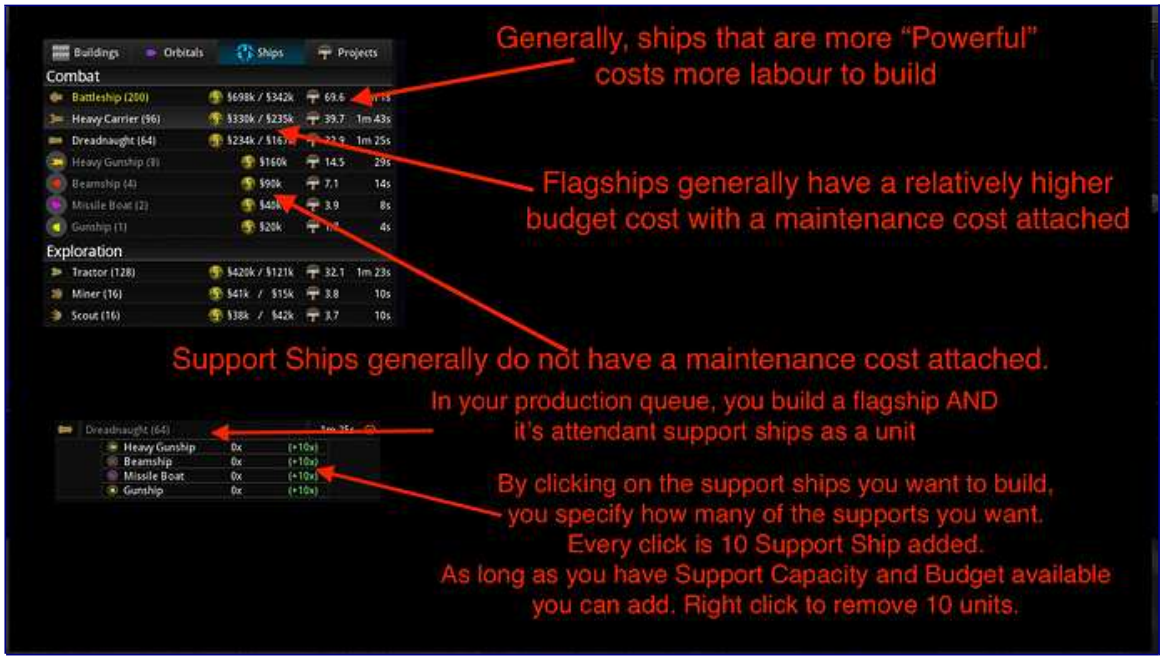
Each flagship have Support Capacity that
determines how many Support Ships you can attach
Each flagship also have a supply capacity
Supply is depleted when your ships
fire weapons. When it reaches zero, you become
a siting duck and is unable to fire at your enemy anymore.
This is replenished when you visit
friendly systems after battles.

Screen Shot 2016-09-10 at 7.09.27 AM.png1280×720 751 KB

Theory: Support Capacity and Supplies

A Fleet is limited by the Flagship's Support Capacity which determines how many Support Ships can be attached to it. It is also limited by Supply which determines the combat endurance of the Fleet. Every time, weapons are used, the Supply is depleted. It must be replenished to allow Fleets to keep fighting battles as a zero Supply will mean that your support ships cannot attack the enemy.

Theory: Costs


Generally, ships that are more "Powerful"
costs more labour to build
Flagships generally have a relatively higher
budget cost with a maintenance cost attached
Support Ships generally do not have a maintenance cost attached.
In your production queue, you build a flagship AND
it's attendant support ships as a unit
By clicking on the support ships you want to build,
you specify how many of the supports you want.
Every click is 10 Support Ship added.
As long as you have Support Capacity and Budget available
you can add. Right click to remove 10 units.

Screen Shot 2016-09-10 at 7.19.12 AM.png1600×900 208 KB

A Ship carries a budget build cost and a maintenance. It also takes labour to build a ship.

It is important to remember that maintenance costs eats into your Budget. This means that you have a limit on how many fleets you can operate at any time.

Flagships and Support Ships should be built together as we do not want to micromanage later by adding Support Ships individually. And as you can see, building up a fleet can cost quite a lot. Which is why we need a powerful economy to support our combat fleets.

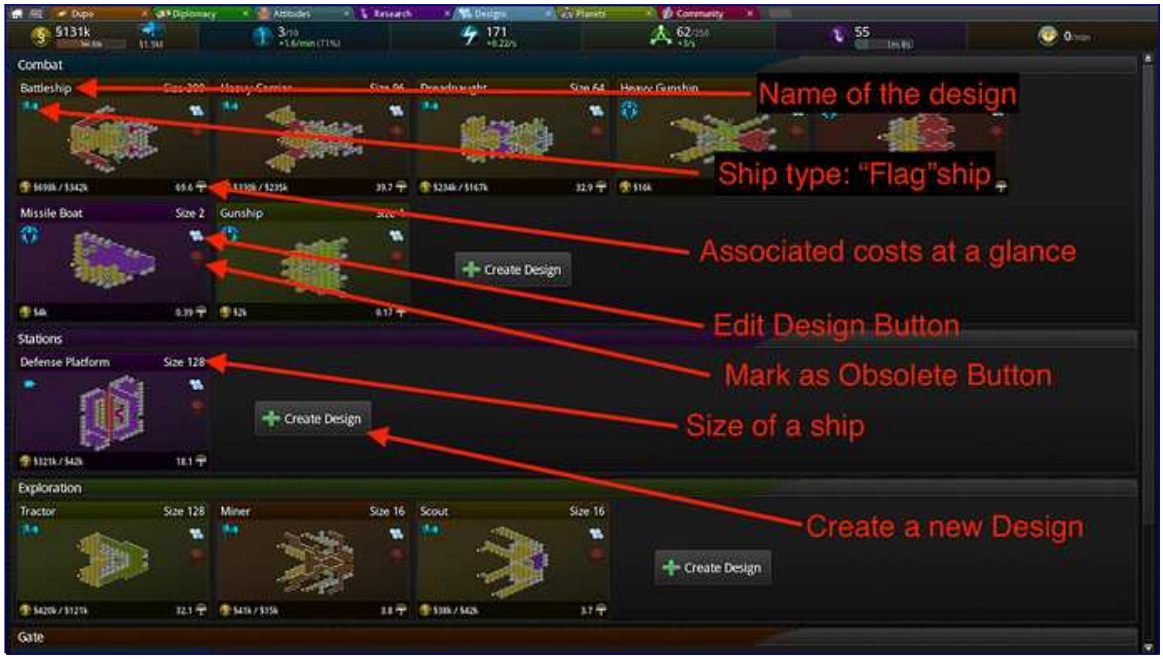
Quick Summary

1. Flagship and Support Ships are different and generally, both of them are required in your starting career as a SR2 Ship designer.
2. Flagships have Support Capacity and Supplies which determine the overall combat capability of your fleets.
3. Supporting a Fleet is costly and you need a good economy to build as well as maintain good combat fleets.

Now, we have the basic terminologies regarding ships and how our economy interact with ship building. Let’s move into the Ship Designer in SR2.

The Practical: Knowing your Ship Designer UI

Clicking on the Designs tab brings up a screen with lots of information at our finger tips.



Screen Shot 2016-09-10 at 7.37.21 AM.png1280×720 522 KB

The UI Tooltip makes this screen easy to understand and use. You can easily see information pertaining to your designs, you can edit your designs or obsolete designs that you do not want anymore.

Most people’s difficulties does not lie with this screen. It is with how ships are actually designed as that screen seems to be the most complex in SR2.

I’ll now present 2 ways to handle ship designs.

1. For beginners who do not want to engage in this portion of the game yet AND still would like to keep up with the game.
2. For other players who would like to explore this amazing aspect of SR2 and experience the richness the game has to offer in terms of combat tactics by taking advantage of special ships you may want to design.

For Beginners: Ship Design, the Absolute Dummy's Guide

For absolute beginners who are more interested in the macro aspects of the game. SR2 allows us to VERY easily stay competitive in the Ship Combat and Design subsystem

Imagine the scenario, you have researched some tech and have colonized many planets and everything is smooth as butter. You have a huge amount of budget. And start to wonder if you should upgrade your designs. But when you click into the Designs tab and click on "Create Design", you see this.

Gosh! How in the world do I start?
I just want to quickly get back into the game!
I dont want a PHD in ship design so that I can use this....

Screen Shot 2016-09-10 at 7.55.02 AM.png1280×720 642 KB

You have no idea where to start. So you skip this "complex" screen and decided to skip this game system. You think "As longs as I build more ships, I should be able to kill the enemy."

Then disaster strikes… A single enemy ship seems to contain ridiculous attack power and wipes out 10 of your fleets against it.

How in the world do you proceed in SR2 without becoming an "expert" in the Designer UI??? How many hours of learning do you need!

You think "Gosh! FORGET IT!!! SR2 SUX!!! I'm giving up. SR2 is great but it's Ship Designer is a huge letdown! NEVA BUY THE GAME"

If that's you, you have come to the right place.

Let us now see how we can handle the Ship Designs and keep up with our opponents and build designs that can match our Economic prowess.

###Game Mechanics: Size is power

The KEY determinant to the combat power of SR2's Ships is actually encapsulated in 1 variable. **SIZE**

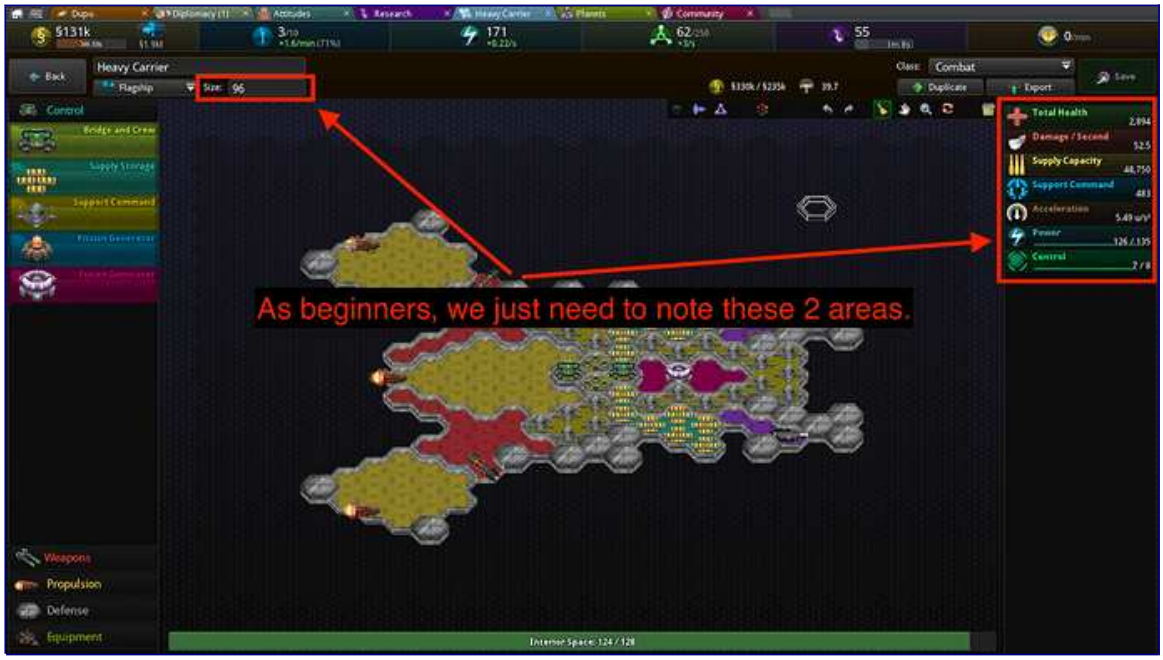
Let's see how, as dummies, we make use of this fact and keep up with our enemy combat capability growth.

Screen Shot 2016-09-10 at 8.03.13 AM.png1280×720 504 KB

We select a design we would like to upgrade. Pick any one, because the concept is the same.

Screen Shot 2016-09-10 at 8.07.47 AM.png1280×720 851 KB

And we are greeted with a complex screen with way too many variables for our beginner's mind to comprehend!

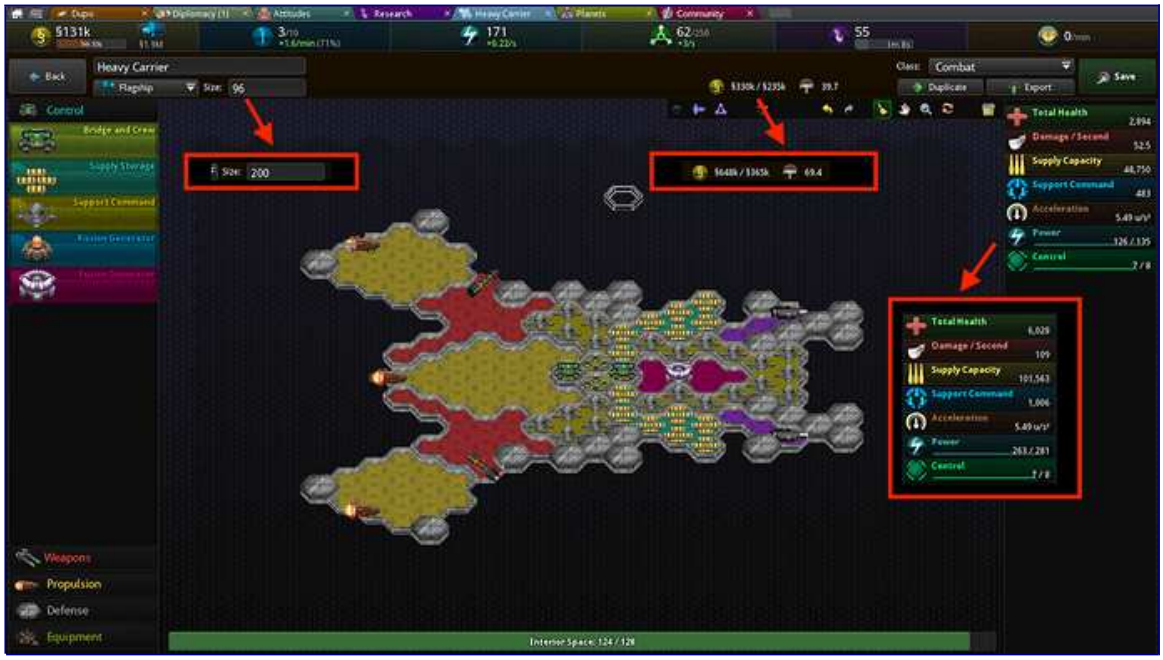


Screen Shot 2016-09-10 at 8.10.12 AM.png1280×720 805 KB

I draw your attention to the “Size” and the Information panel displaying the overall combat power of the design.

We will now make this design more powerful. Let’s double the combat power!

Screen Shot 2016-09-10 at 8.13.17 AM.png1228×691 774 KB

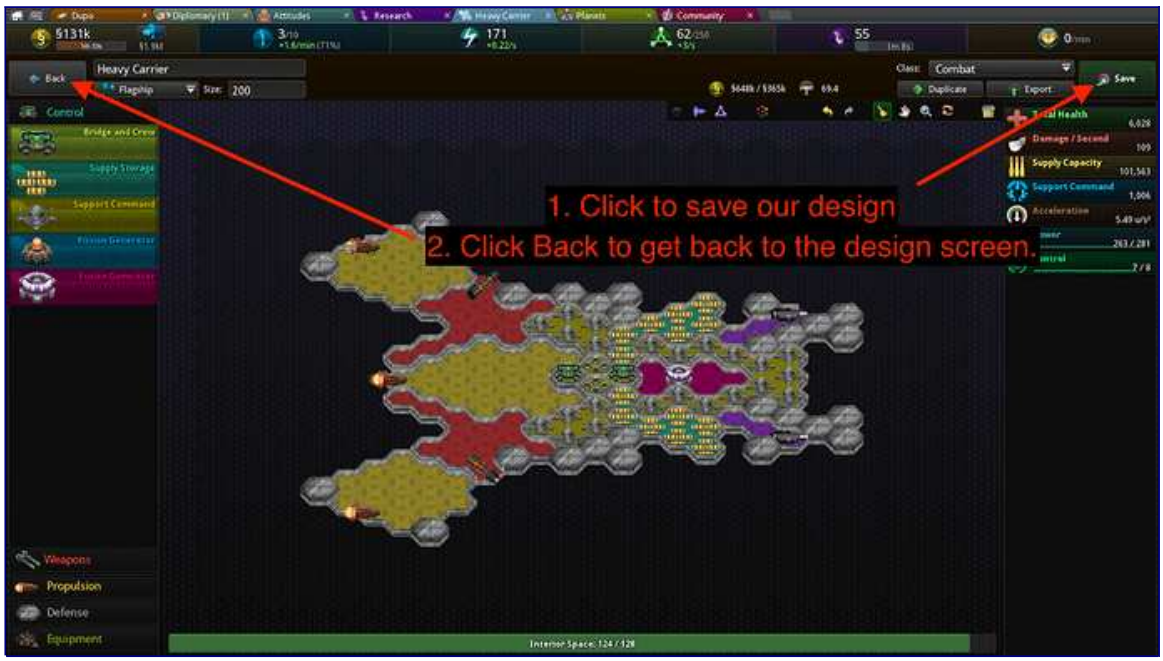


Screen Shot 2016-09-10 at 8.17.39 AM.png1280×720 848 KB

We change the **Size** of our design. And with just a simple change, our design is transformed!

As you can now see, the combat values of the Ship is now slightly doubled. The design “look” exactly the same, but now everything is UPSIZED!

We note that the cost to build and the maintenance costs have also increased similarly.



Screen Shot 2016-09-10 at 8.33.33 AM.png1280×720 827 KB

Game Mechanics: Ship sizes SR2 scales everything in the universe with Size. When you increase the size of a ship design, the hexes where you place the weapons and systems remain the same. But they are increased in SIZE. So subsystems hosted them gain the equivalent increase in amounts of power/damage/supplies they provide!

By using this simple way to upgrade our design, I can safely say that ALL beginners will be able to keep track with the enemy. You fleets will now grow in power as your Economy grows and you are

able to fuel more expensive ships that will be able to stand toe to toe with enemy fleets and even decimate them!

You old ships can be refitted at planets with the new design. Which was why we chose to upgrade instead of designing from scratch.

Also Remember to upgrade the size of your **Support Ships** as well!

Summary:

1. We learned that as absolute beginners, we are now able to keep up with ship designs. Just by controlling the **Size** of our designs!

Now isn't that easy?

We'll now more into the more advanced features of the Ship Designer! Stay tuned!

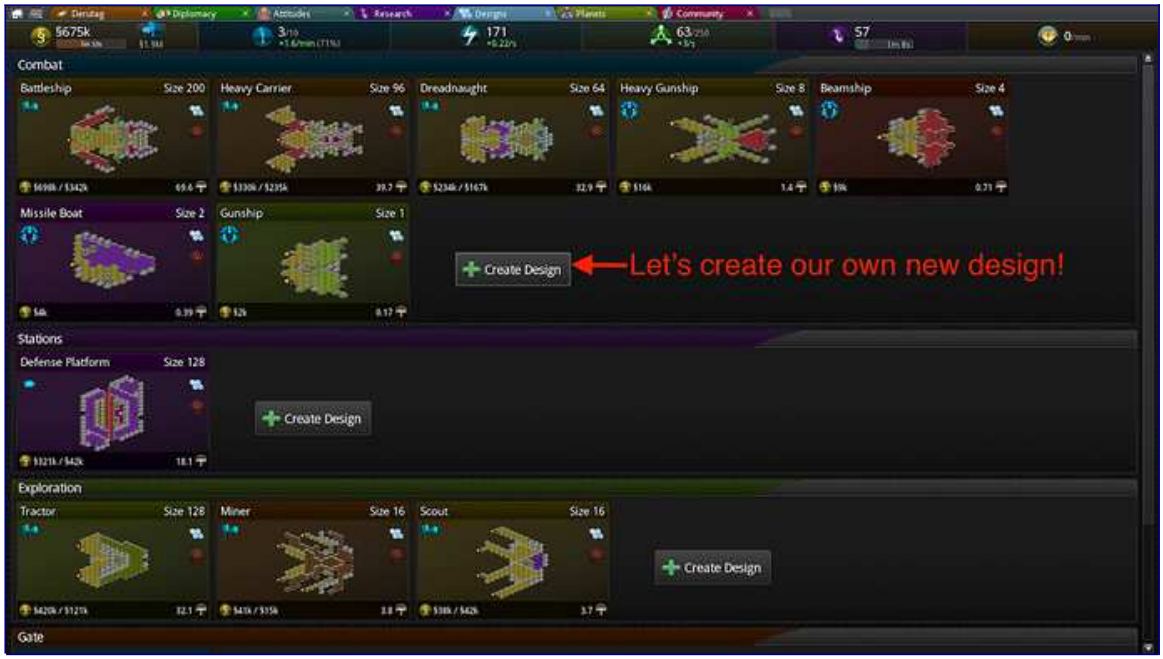
Practical Ship Design for the Brave

The way ships are designed affect how they perform. The starter designs that SR2 provides are quite workable. But for designers, fledging designers, we prefer to see if we can do 1 better.

At this stage of technology development, our fleet will just normally attack the enemy fleet head on. They will turn toward each other, close to attack range and fire away on each other. It is a battle of attrition.

Although it is a battle of attrition, factors like engines, weapons, armour placement all matter because a hit by the enemy on a crucial hex may disable critical systems on your ship!

You will be able to find out much more information from experts who have spent hundreds of hours on this in the forums. What I'll do is to provide some key understand on the UI and features as well as terminology so that you'll be able to glean the information from discussions.



Screen Shot 2016-09-10 at 11.27.01 AM.png1280×720 466 KB

Let’s create our own design. We’ll build a fairly large Carrier Type that contains the main weapon systems that will also support a fleet of Support Ships and supply them decently.

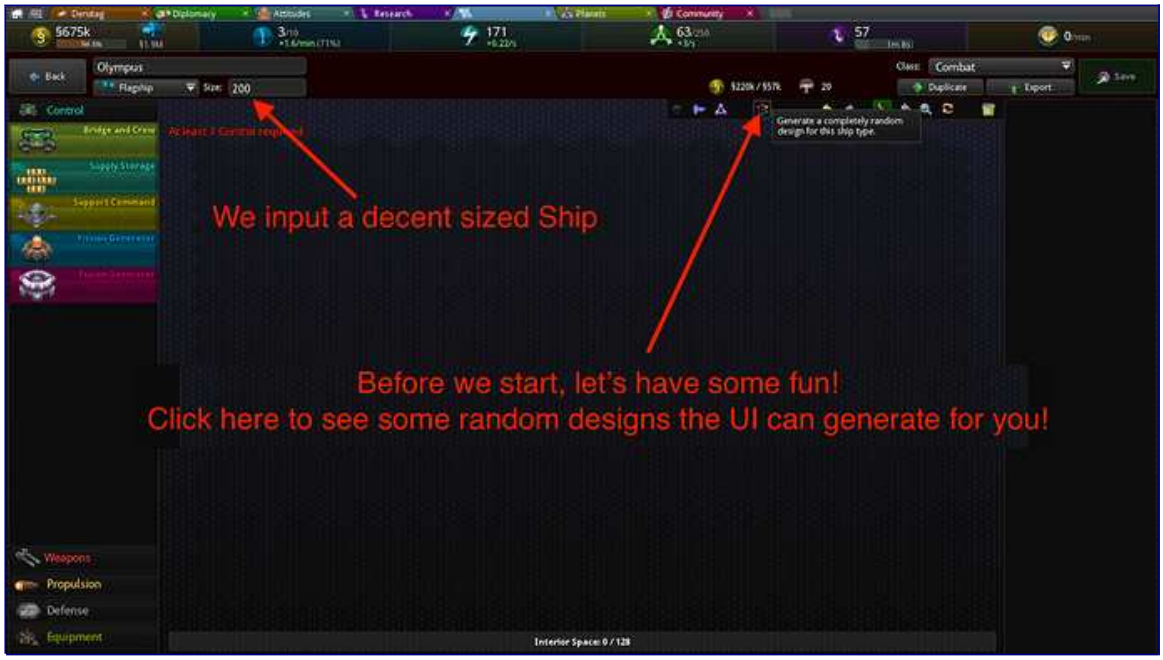
Our ship should be relatively good at turning and moving. As a Flagship it should be be able to survive the combat.

This seems like a long list of requirements. Let’s see if we can meet them.

Ship design in pictures!

Screen Shot 2016-09-10 at 11.39.28 AM.png1280×720 613 KB

Screen Shot 2016-09-10 at 11.42.54 AM.png1280×720 675 KB


We input a decent sized Ship
Before we start, let's have some fun!
Click here to see some random designs the UI can generate for you!

Screen Shot 2016-09-10 at 11.48.13 AM.png1280×720 679 KB

As you can see, you can have some fun generating ships of all kinds randomly.

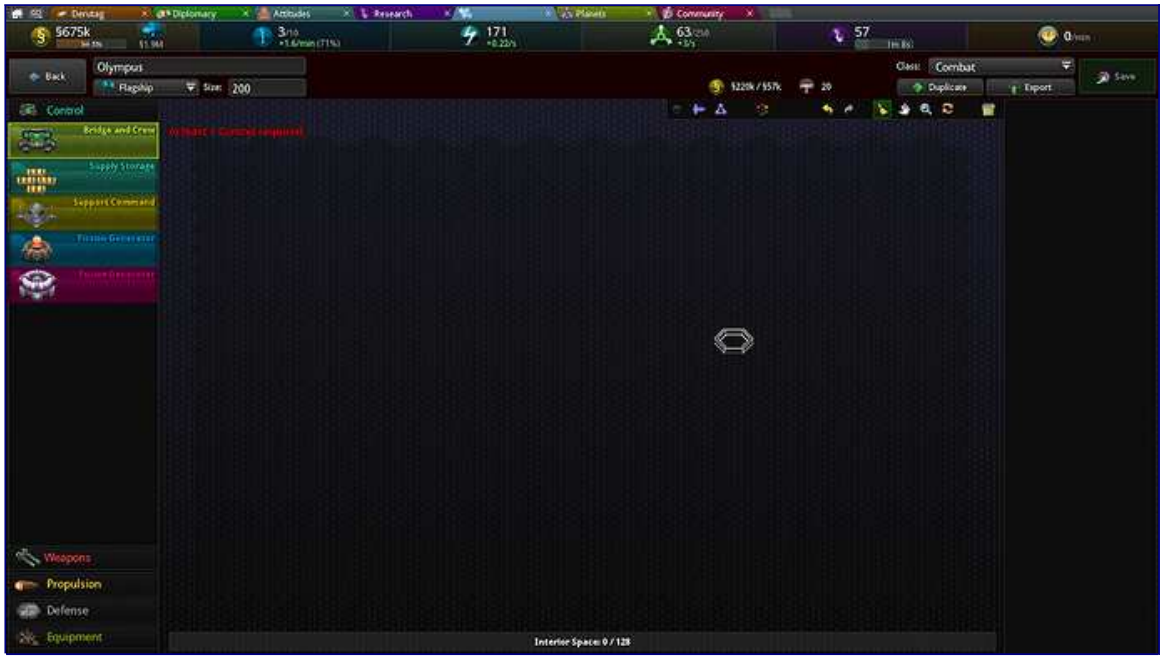
They can be fun, but you will probably realise that they wont be effective because things like weapons, supply, ammo are all randomly sized and placed. If your lasers are not having correct shooting arcs, you are asking for trouble!

To assist yourself, you can see if any of the shaped appeal to you. Then you can work from there by replacing systems in the ship. That is one option.

What we'll do instead build everything from scratch.

Screen Shot 2016-09-10 at 12.02.54 PM.png1280×720 848 KB

We clear the design.



Screen Shot 2016-09-10 at 12.05.52 PM.png1280×720 665 KB

First, let's build a bridge. The bridge provide control points for the Ship. Control points are used whenever we add weapons, propulsion and other equipment to the ship. When we add systems, control points are used up. So for a ship that bristle with lots of weaponry, we'll need more control points.

The bridge is also the "heart" or core of your ship. If the enemy have a powerful weapon that can penetrate to your bridge and destroy the hexes there. You ship stop working.

Game Mechanics: Ship Hitpoints In SR2, each hex of the ship has a health value. In D&D game terms, we call it Hitpoints. When an enemy weapon hits a Hex, the damaged caused is done against

the health of the Hex, if the Hex is destroyed, the leftover damage is then applied against the next Hex in the direction of the incoming damage.

If a beam weapon hits the ship from this angle, it will burn through the armour if the damage us high enough and hit the critical systems in the ship, in this case Support and Power systems
If the damage comes from this direction instead, the expose weapon gets damaged and may even be destroyed!

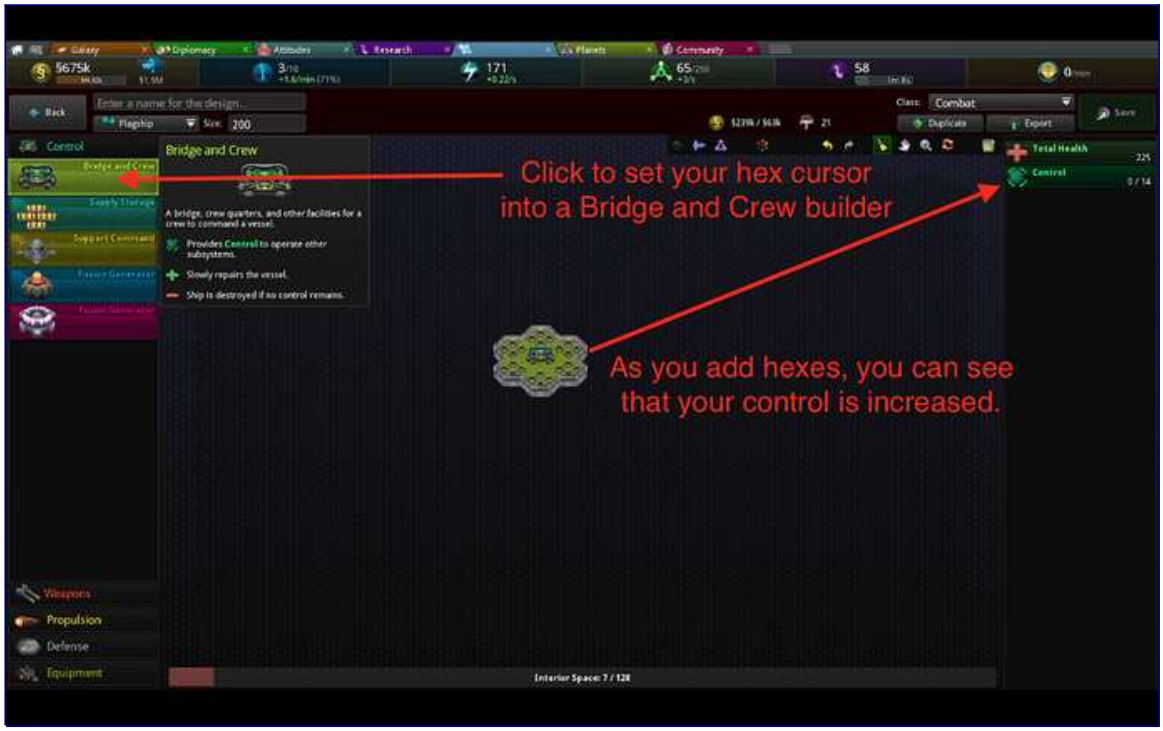
a992.png1129×708 675 KB

Writing this guide is fun but I need to attend a meeting now. Stay tuned! To be continued…

##Designing our Ship

Adding Control

Let’s build some control by adding some bridge hexes.


Bridge and Crew
Click to set your hex cursor into a Bridge and Crew builder
As you add hexes, you can see that your control is increased.

Screen Shot 2016-09-10 at 7.43.31 PM.png1280×800 679 KB

Adding Supplies

Supplies determine how long we can fight in combat. As supplies are depleted, our weapons and our Support Ship’s weapons stop working. So it’s important to carry supplies with us for endurance in combat.

Screen Shot 2016-09-10 at 7.49.54 PM.png1280×800 681 KB

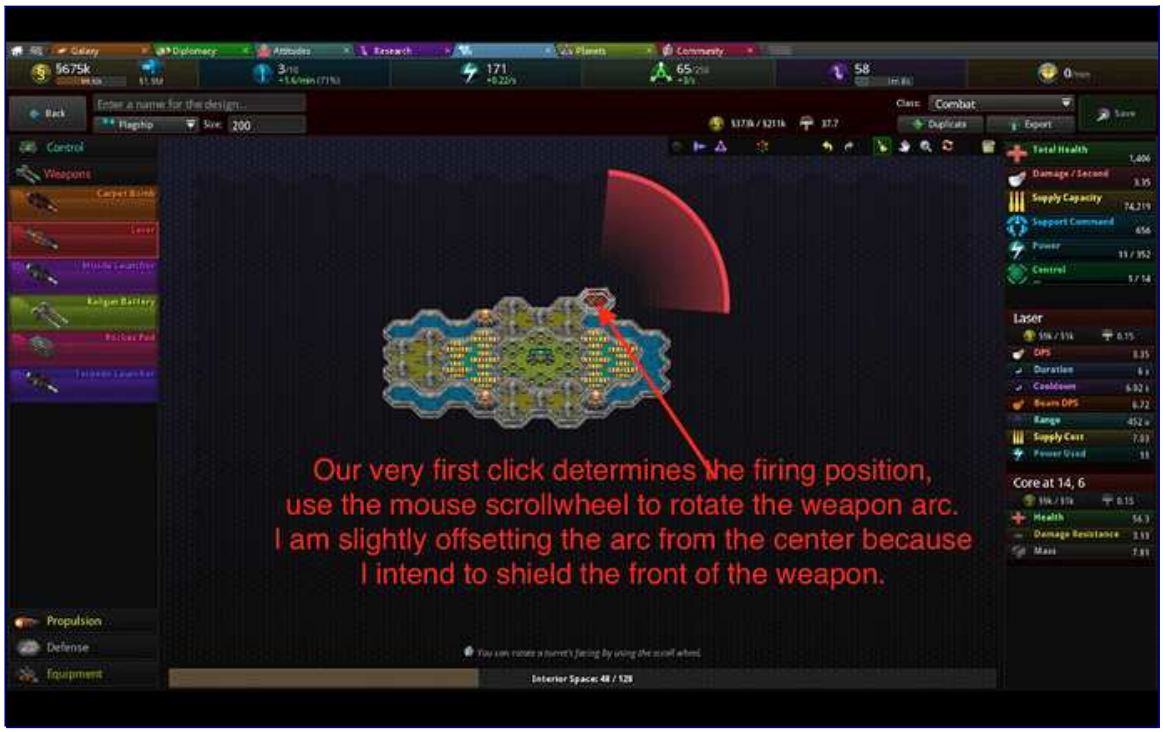
Adding Support Command

Support Command determines how many Support Ships we can attach to our Flagship. The higher this number is, the more ships we can attach. Let’s add some.

Screen Shot 2016-09-10 at 7.51.54 PM.png1280×800 718 KB

Adding Weapons

Weapons are crucial in combat. Whether you are making a missile carrier or a beam ship, you will be making some big decisions when it comes to weapon choices. Here we'll make an all rounder ship. When placing the weapon systems, the first click determines the weapon's firing position. When you add additional hexes connected to the weapon, those hexes determine the power of the weapon you had added.


Our very first click determines the firing position,
use the mouse scrollwheel to rotate the weapon arc.
I am slightly offsetting the arc from the center because
I intend to shield the front of the weapon.

Screen Shot 2016-09-10 at 8.02.27 PM.png1280×800 829 KB

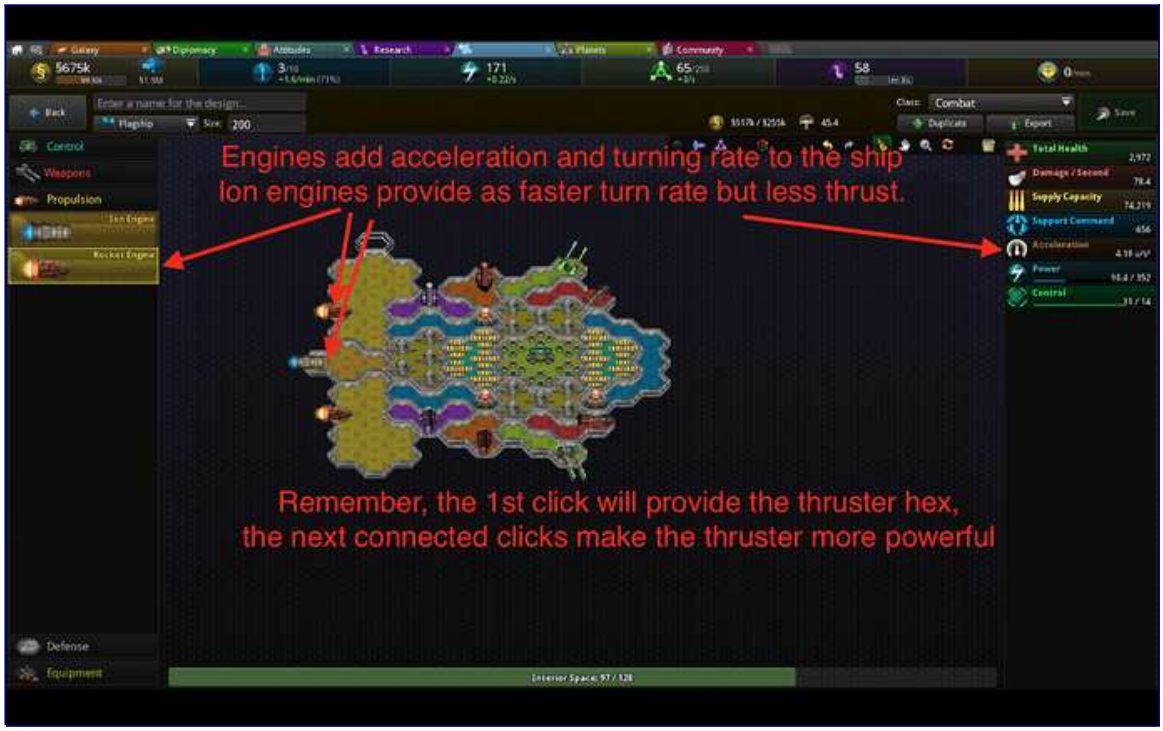
Screen Shot 2016-09-10 at 8.08.20 PM.png1280×800 802 KB

I've added Railguns and Missiles and Carpet bombs to the mix.

Adding Propulsion

Engines are important to our ship as it determines how fast it can move and turn. They use a lot of power and their effectiveness is determined by how massive our ship design is. Later, when we add armour which add a lot of mass, we'll find that our acceleration and turn rates get affected.

Engines hex placement works the same way as weapons, the first click adds the main thruster. The rest of the connected hexes adds to the power of the thrusters.


Engines add acceleration and turning rate to the ship
Ion engines provide as faster turn rate but less thrust.
Remember, the 1st click will provide the thruster hex,
the next connected clicks make the thruster more powerful

Screen Shot 2016-09-10 at 8.27.47 PM.png1280×800 794 KB

Adding Armour

We have a naked ship at the moment. Any weapon shots hitting us will immediately hit one of the crucial components and reduce our combat abilities.

There are 3 kinds of armour that is accessible to us now.

1. Ablative Armour protects against Railgun
2. Plate Armour protects against damage in general and have high hitpoints but is heavy
3. Reactive Armour protects against Missile Damage

Laser is ineffective against armour but can destroy subsystems.

Now, personally I feel that it's most effective to mix the armour. Say a missile hits our ship, it may burn through the Ablative Armour but will be stopped by a Reactive Armour. if you had layered it properly.

So for our ship, we'll like to build some armour in front to absorb incoming hits that are sure to come.

Screen Shot 2016-09-10 at 8.49.04 PM.png1280×800 860 KB

We name the design Big Backside
We adjust the design and removed some armour
The damage leaves something to be desired,
the power is and command is also not fully utilized
Let's fix that

Screen Shot 2016-09-10 at 8.55.58 PM.png1280×800 840 KB

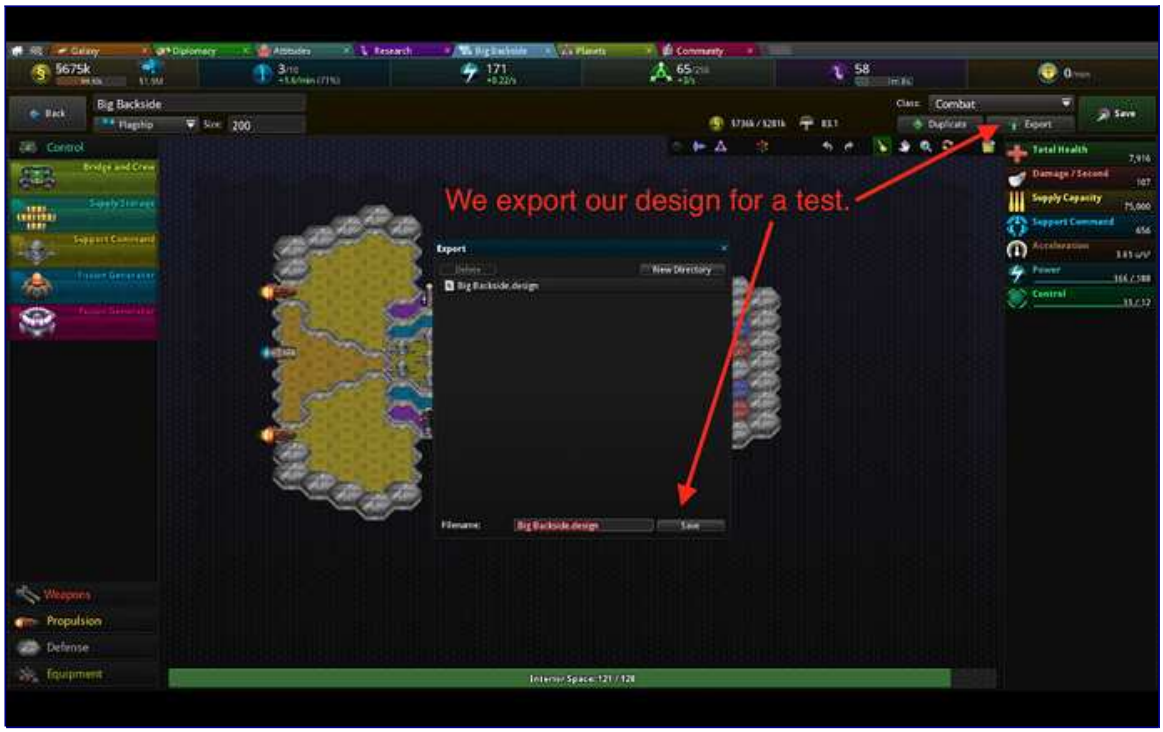
Ship design is an art and will require a lot of tries to get the design rightly balanced.

Screen Shot 2016-09-10 at 9.02.26 PM.png1280×800 863 KB

Ok, we've build our very first beginner ship. The design shield the ship from the front and offers some protection from the sides. It is heavily armoured from the front and sacrifices firepower to do so.

Now is there anyway to test this? How do I know that my design works properly?

Let's export our design.



Screen Shot 2016-09-10 at 9.07.19 PM.png1280×800 696 KB

And test it. First we save our game.

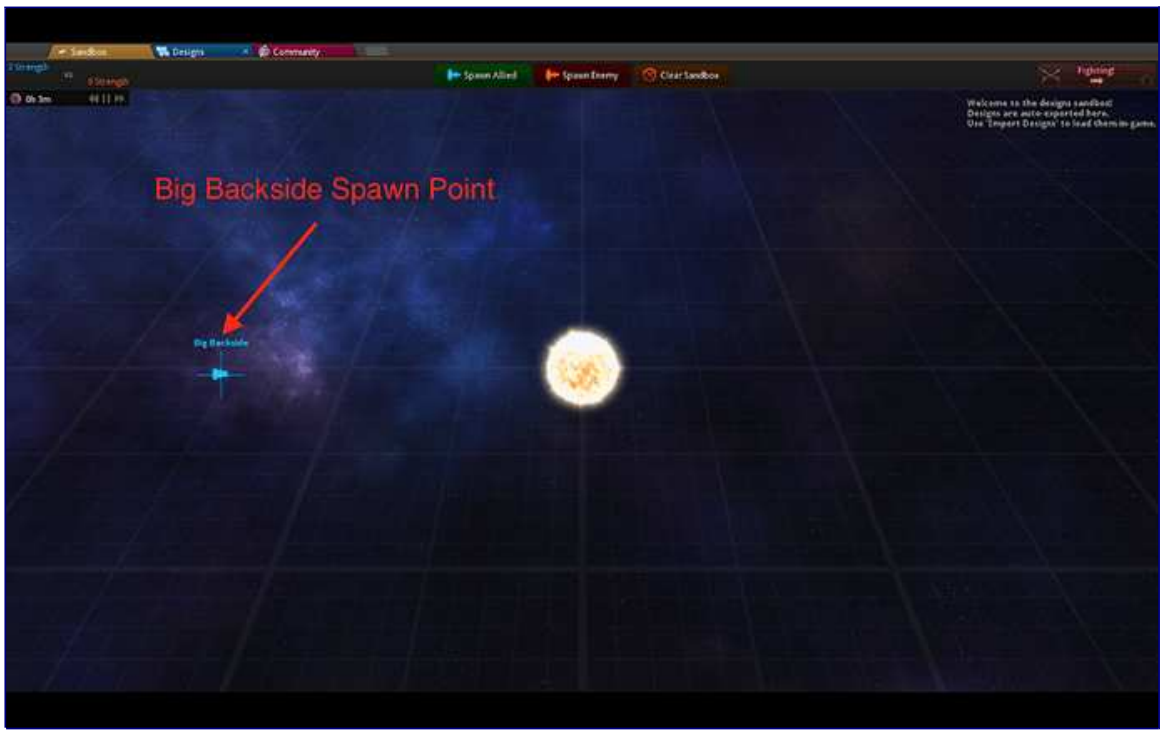
Then we hit ESC to access the menu and test our design in the sandbox!

Screen Shot 2016-09-10 at 9.09.34 PM.png1280×800 569 KB

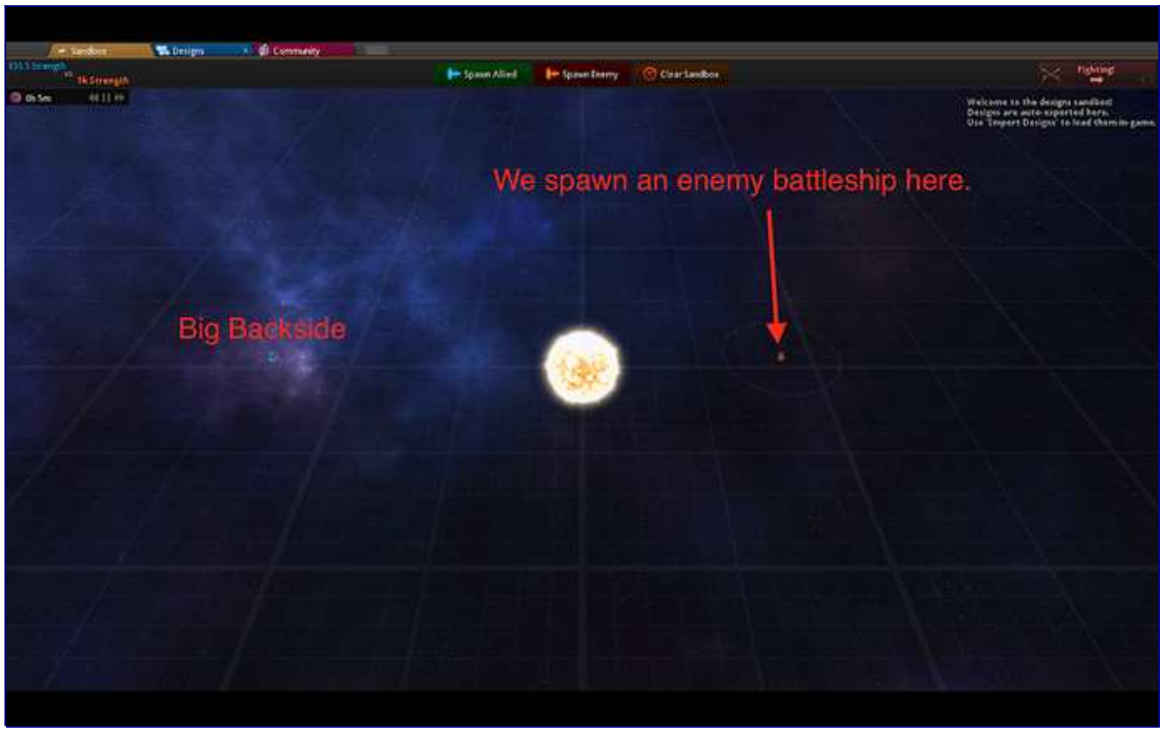
You are greeted in a arena. And the design screen contains our design!

Let’s head back and see how a hypothetical battle play out.

Screen Shot 2016-09-10 at 9.14.07 PM.png1280×800 673 KB

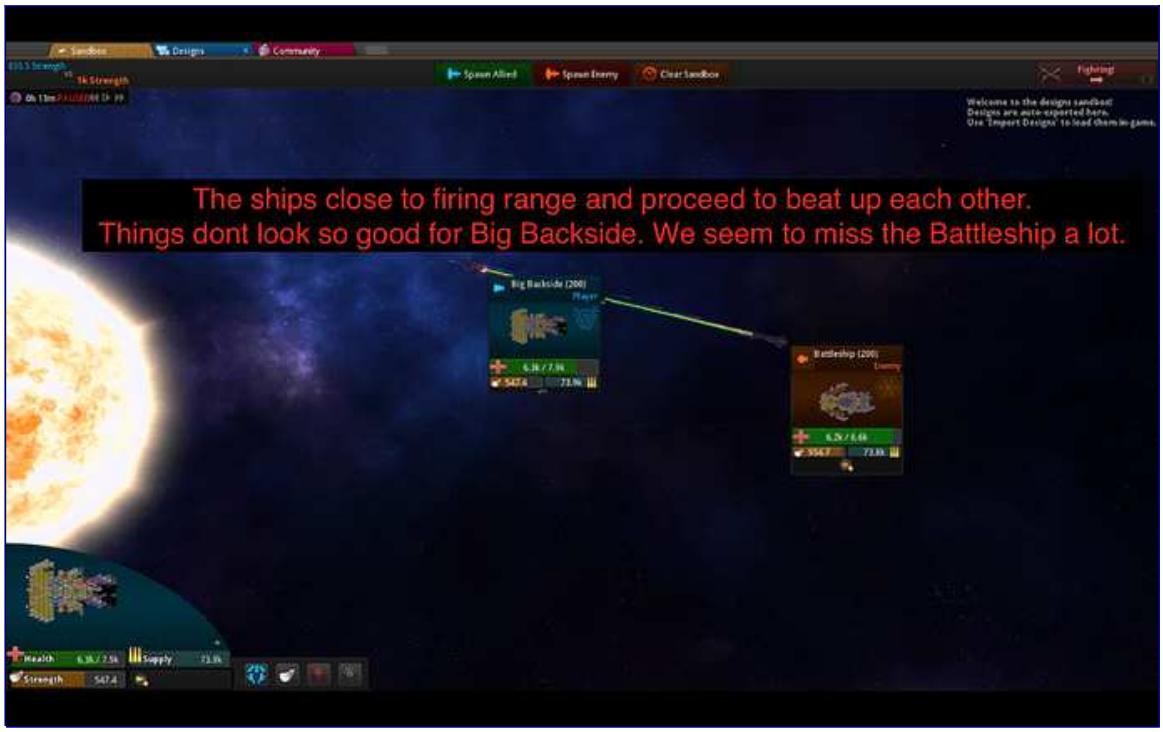


Screen Shot 2016-09-10 at 9.14.14 PM.png1280×800 660 KB

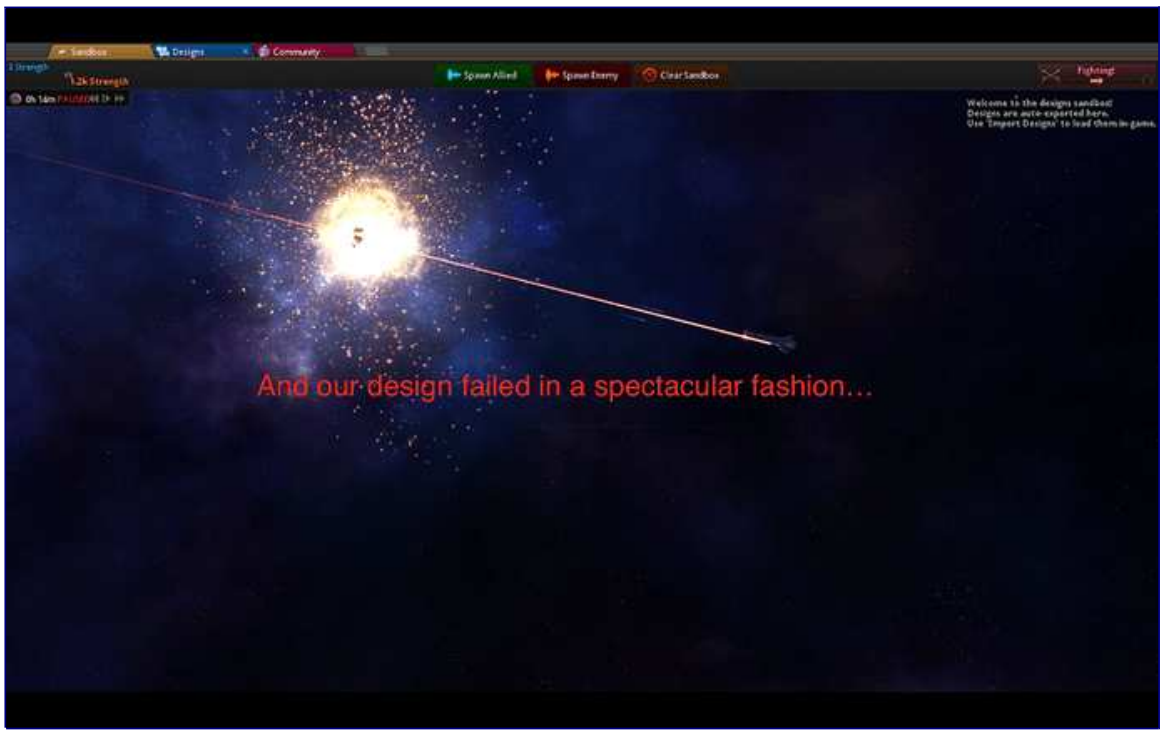


Screen Shot 2016-09-10 at 9.16.10 PM.png1280×800 670 KB

Screen Shot 2016-09-10 at 9.18.55 PM.png1280×800 692 KB


The ships close to firing range and proceed to beat up each other.
Things dont look so good for Big Backside. We seem to miss the Battleship a lot.

a001.png1280×800 631 KB



Screen Shot 2016-09-10 at 9.23.07 PM.png1280×800 655 KB

Oops, it would appear that our design failed spectacularly. I guess it’ll take some more attempts before we can beat even the standard Battleship design supplied by the game!

That was quite fun and it would seem that we have an inferior design.

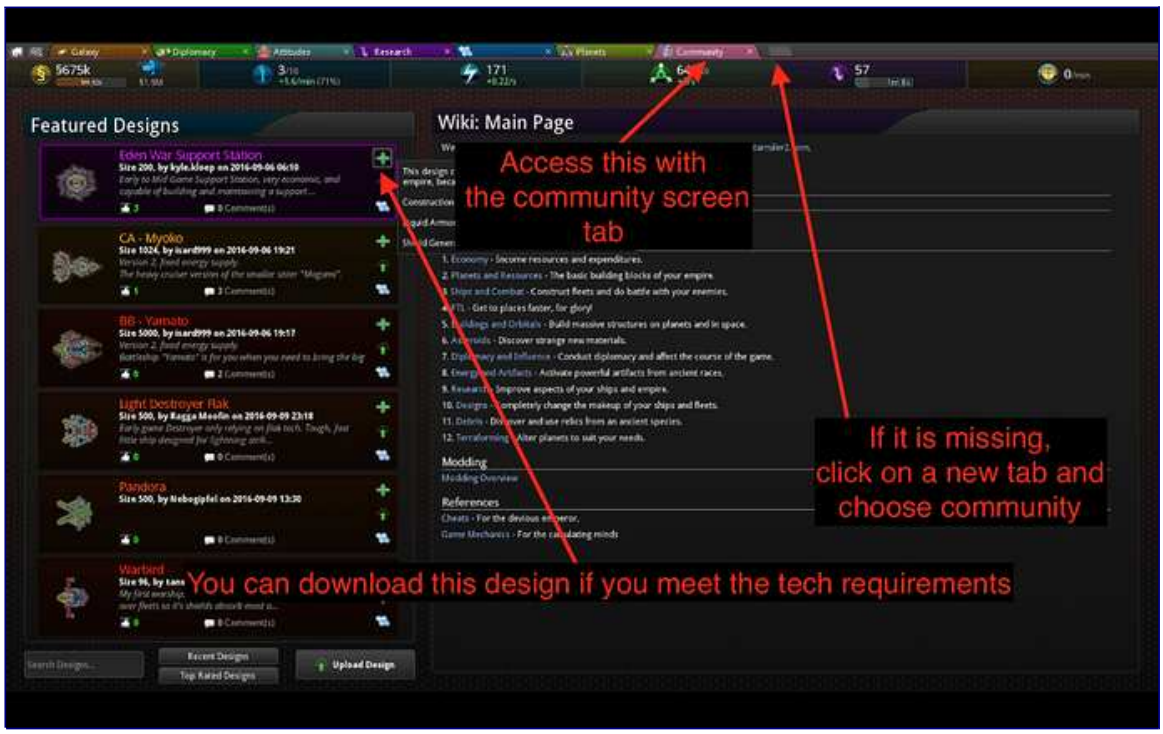
But I hoped that you have learned the basics of the UI and ship design and can now explore the huge possibilities available to you.

Be sure to check out some of the discussion that is happening in the forum.

Downloading designs from other people

SR2 offers you the ability to download designs from the Internet SR2 community.

In the game, you can access the community screen to access and download the designs uploaded by the community.


Featured Designs
Wiki: Main Page
Access this with the community screen tab
If it is missing, click on a new tab and choose community
You can download this design if you meet the tech requirements

[Screen Shot 2016-09-10 at 9.31.48 PM.png1280×800 533 KB]

One of the difficult is sorting through the huge list of the designs available. Not to worry, I believe that as we experiment more and more, we'll be able to become expert ship designers one day.

Sorry to disappoint guys, I guess my beginner stripes are showing here with regards to ship design. But I hope that I have dispelled the mystery surrounding the UI on Ship design and allowed you to get to grips and start experimenting with ships design. Or not. =)

#Seeing the Forest instead of the Trees

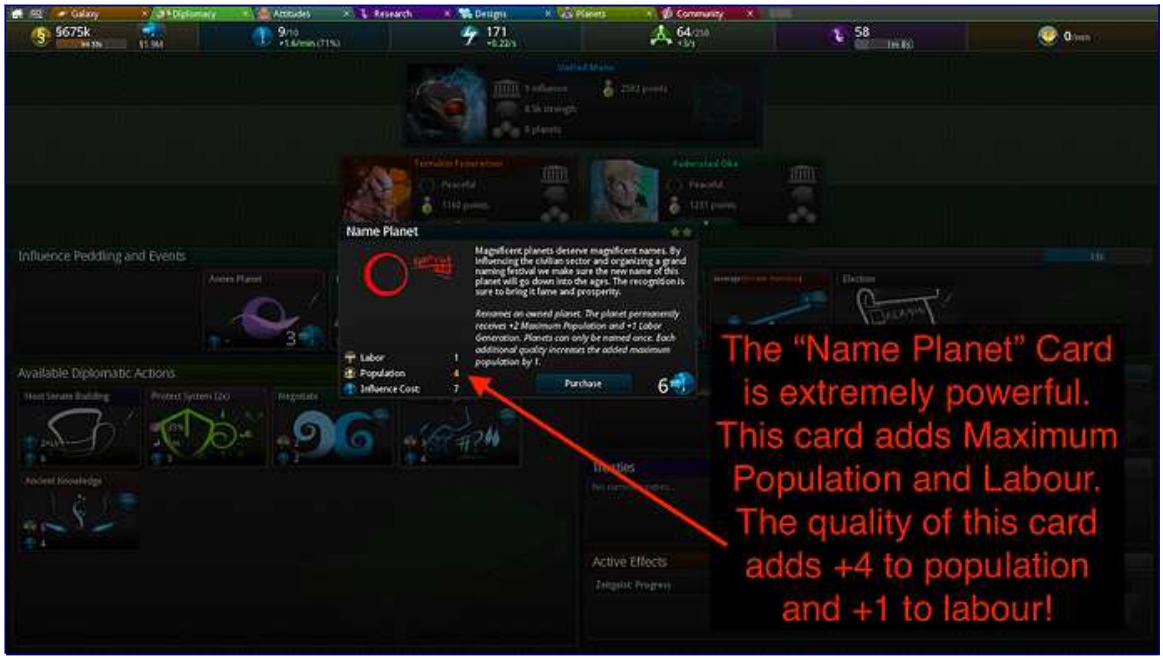
Let's get back to the big picture. This part of the game plays really fast because we have production capacity to do things.

The UI says that we are at ~19min.

001.png1024×576 559 KB

002.png1024×576 485 KB

003.png1280×720 626 KB


Name Planet
Influence Peddling and Events
Available Diplomatic Actions
Active Effects
The “Name Planet” Card is extremely powerful. This card adds Maximum Population and Labour. The quality of this card adds +4 to population and +1 to labour!

[004.png1280×720 470 KB]

With a healthy Influence generation, we can start purchasing and playing Diplomacy Cards. We see a very powerful card “Name Planet”, this allows us to boost a Planet’s production capability by spending influence points.

We have 9 points at the moment which allows us to purchase the 6 point cost card. And we’ll wait to have 7 points to spend it.

This card adds 4 more Population and 1 Labour to a planet. Perfect for our starting capital planet!

[005.png1024×576 500 KB]

We will spend some time and effort to grow Dupo I into a powerful planet. We’ll like to reduce the amount of clicks we do to build population. Let’s see if SR2 UI helps us out here.

007.png1280×720 626 KB

The UI provides a toggle to repeat the production queue. Once toggles, the game automatically queue production for you as long as you have budget for it. It's a really convenient feature so that we do not have to revisit planets to queue up their production. We'll do that for all out planets producing Population.

Our immediate plan is to build up out starter planet. We'll play the "Name Planet" card as soon as we can and then expand towards the Galactic Center and colonise the best planets there.

008.png1280×720 675 KB

cicobuff
Sep '16

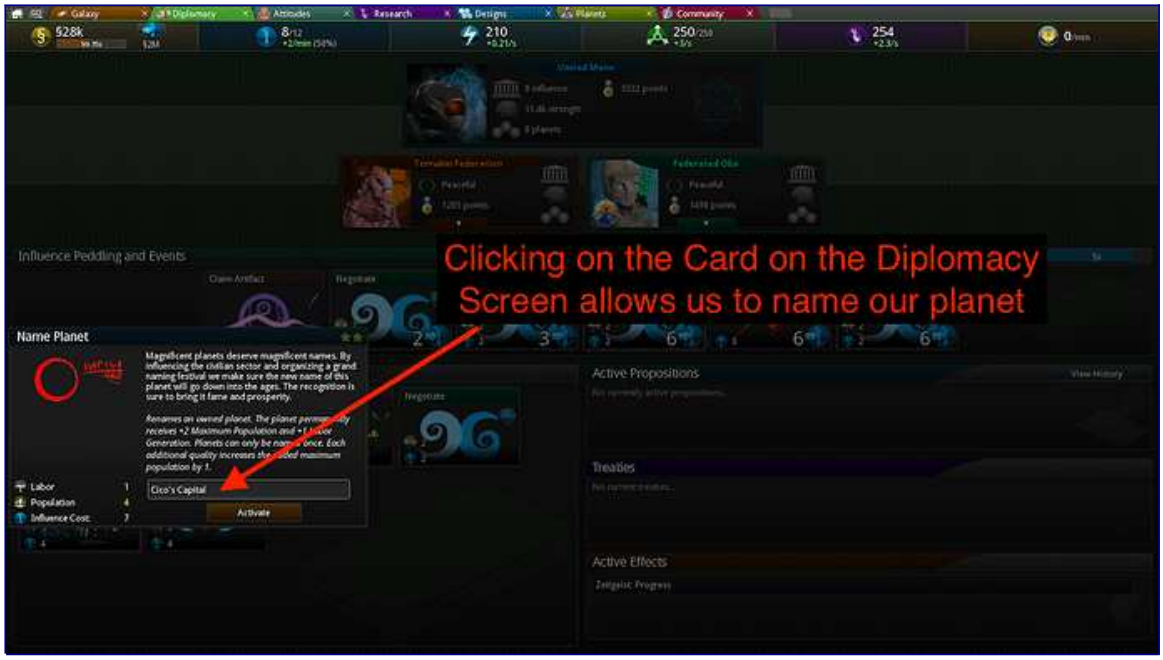
009.png1280×720 698 KB

Screen Shot 2016-09-12 at 7.46.19 AM.png1280×720 673 KB

When we have excess population on our other planets,
we teleport them to Dupo I to build it up. We will
find that our FTL get's used up so let's build a bigger stock pile.
Dupo I
Level 3

Screen Shot 2016-09-12 at 7.51.56 AM.png1280×720 707 KB

Screen Shot 2016-09-12 at 7.59.35 AM.png1024×576 533 KB



Screen Shot 2016-09-12 at 8.01.57 AM.png1280×720 446 KB

Screen Shot 2016-09-12 at 8.02.48 AM.png1024×576 516 KB

Screen Shot 2016-09-12 at 8.02.57 AM.png1280×720 677 KB

As you can see, the Diplomacy cards offers very powerful upgrades that you can use for your empire. Have fun discovering others powerful cards that you can play.

Sep '16

Screen Shot 2016-09-12 at 8.09.33 AM.png1024×576 535 KB

We built our 1st Carrier Group.

Game Mechanics: Fleet Strength When you first build a fleet, the supports ships that are attached will need to join the fleet before the fleet reaches full strength. It's good to wait a few moments for the supports to join up before sending you fleet on combat missions. Similarly, if you find yourself severely depleted after a battle, it's good to visit a planet or support orbital or outpost to replenish your Fleet Strength. Fleet strength is basically a reflection of how many support ships are still available for combat.

Screen Shot 2016-09-12 at 8.19.46 AM.png1024×576 502 KB

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Sep '16

So you can see, even when we build our 2nd Carrier,
our other planets teleport excess population to
increase Cico's Capital's population

Screen Shot 2016-09-12 at 8.23.45 AM.png1024×576 572 KB

Once we have some level 2 planets, can can still build ships at our main planet and still grow it’s population.

We have completed our Megacity Research so let’s build a Megacity in Cico’s Capital and boost’s it’s Capacity. We’ll be leveraging it later as we enter into the next phase of expansion.

Screen Shot 2016-09-12 at 8.29.55 AM.png1280×720 764 KB

Looks like we are spending a lot of of Budget and we are currently borrowing against our next Cycle’s budget. Not to worry. We’ll push on. Time is of the essence.

cicobuff
Sep '16

Screen Shot 2016-09-12 at 8.34.55 AM.png1280×720 709 KB

Meanwhile our 1st fleet has successfully destroyed the
Remnant and we get our scout to pick up the treasure it was guarding.

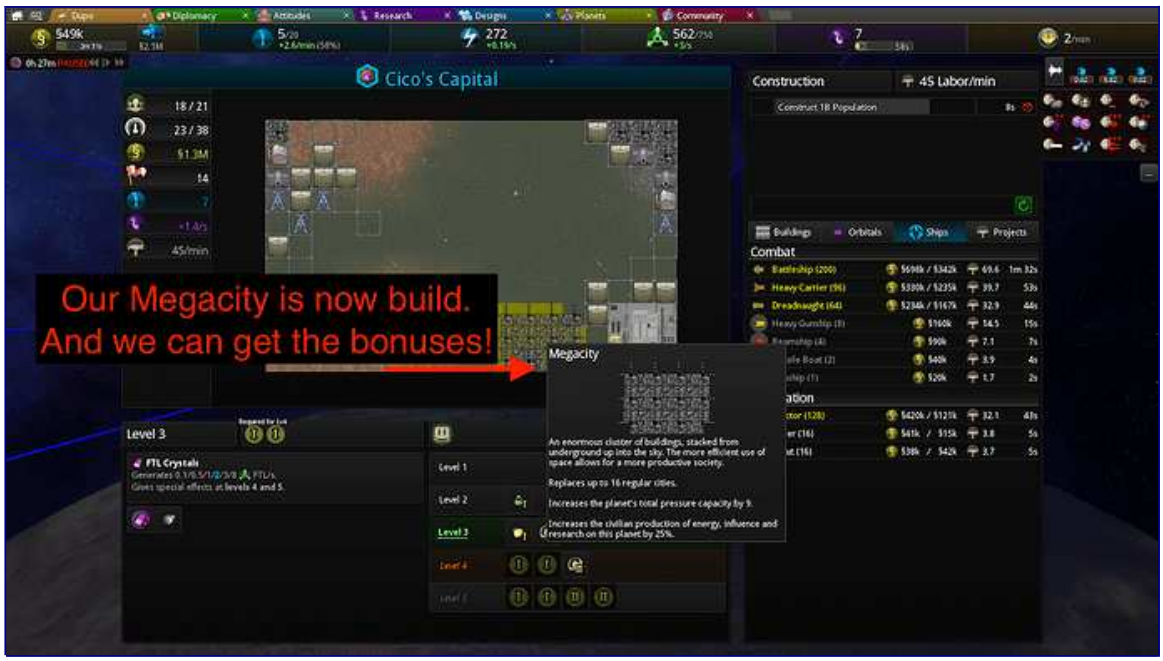
Screen Shot 2016-09-12 at 8.34.28 AM.png1024×576 530 KB

We are now producing Defence resource. Let's use it. Left Click on Cico's Capital and Right Click on it. Select Start using defence for Cico's Capital.
Auto-Import to Level 4
Manage Support Ships
Abandon Planet
Start using defence for Cico's Capital
Rally to Cico's Capital
Cico's Capital
Level 3

Screen Shot 2016-09-12 at 8.38.34 AM.png1280×720 708 KB

Game Mechanics: Defence Resource The defence resource is used by your planets to generate "free" support ships. It's an empire wide resource and can be utilized by any of your planets. The distribution is automatic and your planets will occassionally add Support Ships that surround them and guard them against attacks.

Don't go around using defences around all your planets if you dont have a good healthy Defence Resource income. You'll come across planets that gives a boost to your defence. Colonize them and they will generate pressure that will enable the planets to build structures automatically to get the defence production going. The resource is then contributed to the global pool where any other planet can then use.



Screen Shot 2016-09-12 at 8.45.23 AM.png1280×720 666 KB

Megacity built. As you can see, it adds a sizable bonus.

Screen Shot 2016-09-12 at 8.48.50 AM.png1024×576 562 KB

At 31 minutes, we expanded rapidly and our Cico’s Capital is now at level 4.

Screen Shot 2016-09-12 at 8.56.34 AM.png1024×576 578 KB

Screen Shot 2016-09-12 at 8.58.39 AM.png1280×720 674 KB

Sep '16

Mining base are really cool.
When activated, they provide resources without requirement for
population or planet upkeep costs.
This one is activated when we defeated the Remnant fleet.

Screen Shot 2016-09-12 at 9.02.36 AM.png1280×720 560 KB

Check this out!
A secret project Spire is available! We need
to build 5 megacities. And when this is built on a planet. It increases
EVERY resource pressure by 3!
Spire

Screen Shot 2016-09-12 at 9.05.20 AM.png1024×576 546 KB

Game Mechanics: Secret Projects Secret Projects are special projects that pops up (you cannot see them on the research tree initially), and they offer some very powerful techs. Here the Spire can be unlocked if we build 5 megacities.

Sep '16

Screen Shot 2016-09-12 at 9.15.09 AM.png1024×576 589 KB

Our Empire is expanding. At 36min, we have an almost fully populated Capital. It’s time to take stock of the situation.

Our fleets are busy clearing up the Remnants and we are spread across a wide region of the galaxy. It takes us a lot of time to travel from system to system.

Let’s see how the Mono’s problem of managing and defending a far flung empire.

Race Mechanics: FTL Travel Every race handles FTL differently. Some have FTL space drives that allow their ships to travel faster compared to normal travel. The Terrakin's FTL drives allows their ships to travel in FTL speed. It's not instantaneous but they are faster compared to normal travel. The Mono does not have an FTL drive. Their ships travel relatively slowly. But they can build a Star Gate in their systems that allow them to instantaneously teleport fleets into systems with Gates. When you have a very large Empire area, these gates are a must to enable your fleets to travel quickly between systems.

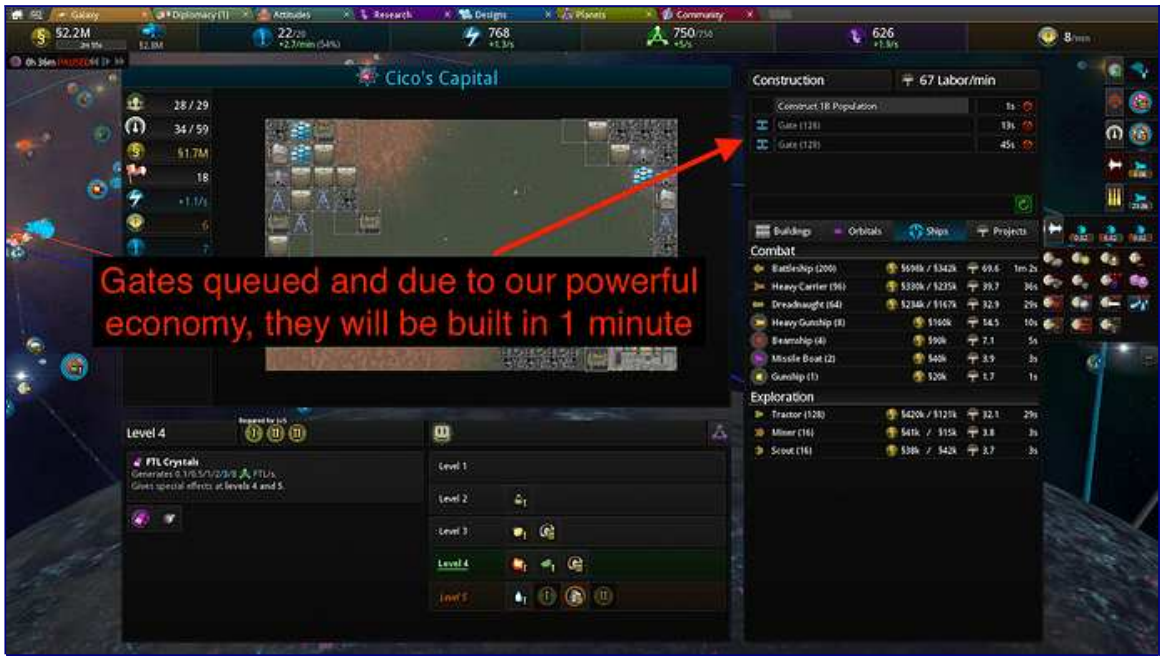
Let's build a couple of gates with our Cico's Capital.

Screen Shot 2016-09-12 at 9.23.37 AM.png1280×720 724 KB

Pick a spot close to our planet so
that fleets built can be use it as soon as they come out,
The Gate can also be defended by
the support ships on our planet.
Cico's Capital
Level 4

Screen Shot 2016-09-12 at 9.23.52 AM.png1024×576 513 KB

Screen Shot 2016-09-12 at 9.29.09 AM.png1024×576 559 KB


Cico's Capital
Construction
67 Labor/min
Gates queued and due to our powerful economy, they will be built in 1 minute
Level 4

Screen Shot 2016-09-12 at 9.48.45 AM.png1024×576 569 KB

Screen Shot 2016-09-12 at 9.49.09 AM.png1024×576 559 KB

Screen Shot 2016-09-12 at 9.49.17 AM.png1280×720 674 KB

With our planet at level 5, we'll build it up with the population required. And now, we'll have a big decision to make.

Should we build some more powerful fleet with and go smack an opponent around? Or should we quietly terraform our planets to boost our planets even more?

To terraform, we require 1 building planet and 1 target planet (that is already colonized).
LEFT CLICK on a planet you will use to terraform another planet. Preferable with high labour.
RIGHT CLICK on a target planet, preferable a useless one. Like a water planet which is useless for the Mono.
Then select Terraform. You can choose any of the resources available. You can only Terraform planets into Tier 1 resource planets.

And we go… BUT we hit a problem…

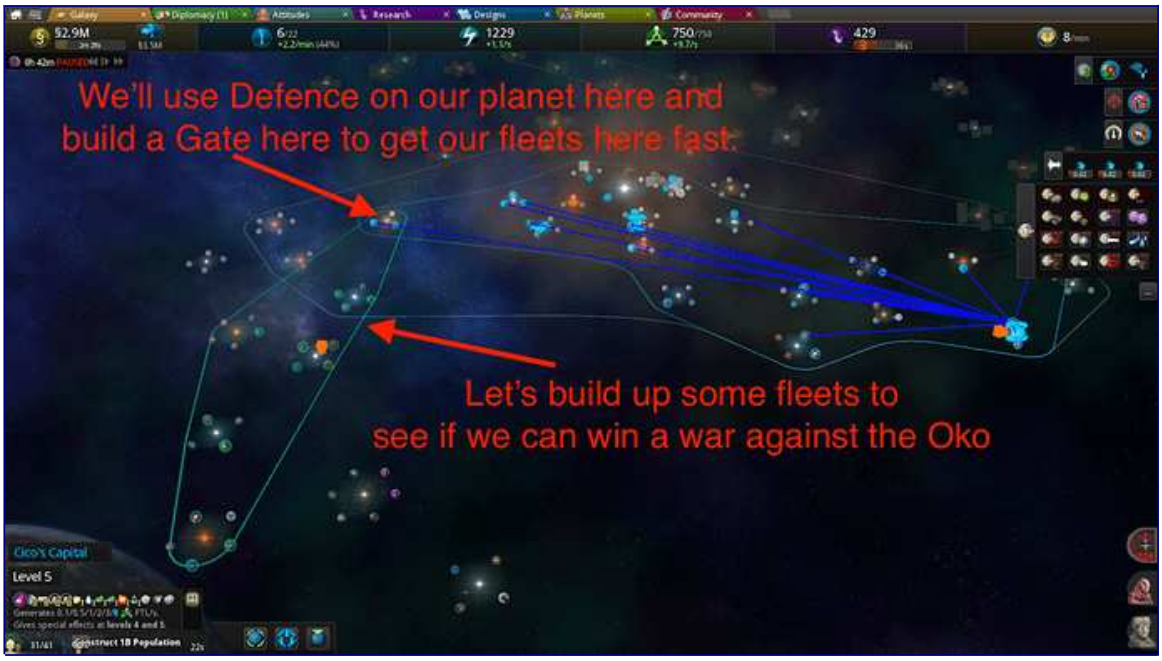
Screen Shot 2016-09-12 at 10.12.32 AM.png1024×576 587 KB

Oops! The DLC had introduced changes to the game. Terraform option is now DISABLED at default at game creation. You will have to ENABLE it so that the game allows for Terraforming option.

This is sad because I was going to show you how Mono can now leverage the Terraform to create an extremely powerful empire. Basically, by just converting planets into Tier 1 planets, they can all become level 2 with time and add a HUGE amount of resources and power to your economy.

This is actually a nerf to the Mono. No worries, we've been pretty efficient in our expansion and is playing against Easy AI opponents. So nothing to do but to soldier on! For those of you following in non-DLC original, you can try colonizing a planet and terraforming it.

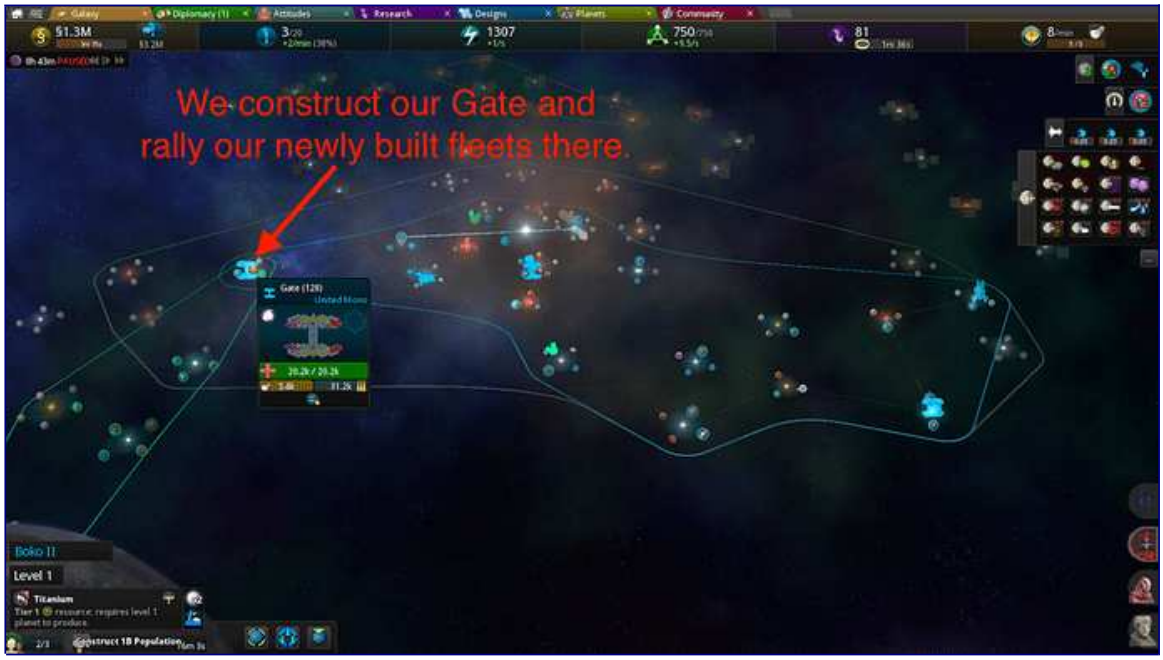
Note to self: It is important to find out what has changed between DLC's in case we get caught like this!


We'll use Defence on our planet here and
build a Gate here to get our fleets here fast.
Let's build up some fleets to
see if we can win a war against the Oko
Cico's Capital
Level 5
Screen Shot 2016-09-12 at 11.25.39 AM.png1024×576 612 KB

Screen Shot 2016-09-12 at 11.32.00 AM.png1024×576 606 KB

The Hex shows us that this was a level 3 planet when we last viewed it. It'll be their most productive Planet and we'll attack it when we build up our fleet.

Screen Shot 2016-09-12 at 11.33.57 AM.png1280×720 710 KB



Screen Shot 2016-09-12 at 11.36.11 AM.png1024×576 569 KB

To Rally, LEFT CLICK Cico's Capital
RIGHT CLICK The planet you want to rally to
And CLICK "Rally to …"
Your newly built fleets will travel and prepare for
the invasion there.

Sep '16

Let loose the dogs of War!

Screen Shot 2016-09-12 at 11.51.32 AM.png1024×576 570 KB

Screen Shot 2016-09-12 at 11.51.55 AM.png1024×576 540 KB

Screen Shot 2016-09-12 at 11.52.07 AM.png1024×576 559 KB

Screen Shot 2016-09-12 at 11.52.20 AM.png1280×720 661 KB

Declare War
Are you sure you wish to declare war on the Federated Oko?
Declare War
Cancel
War is a serious matter.
Are you sure? The UI asks.

Screen Shot 2016-09-12 at 11.52.24 AM.png1280×720 701 KB

Screen Shot 2016-09-12 at 11.52.27 AM.png1280×720 679 KB

Commanding fleets the easy way.

There may be too many fleets to easily control.
The UI offers a group select feature.
With the SHIFT KEY held,
LEFT Click on the each fleet icon on our info
panel. They will be added into a group selection.

Screen Shot 2016-09-12 at 11.59.52 AM.png1024×576 580 KB

Interface Tip: Group Selection SHIFT CLICKING allows us to select fleets into a group. This allows us to issue mass command to our fleets. We'll issue an attack on the Oko's highest level planet.

Screen Shot 2016-09-12 at 12.03.59 PM.png1024×576 568 KB

We issue an attack command to our fleets. The UI tooltip helpfully tells us an estimate of how long we'll need to capture it.

We don't expect the enemy to sit still. So we're expecting some opposition.

Sep '16

Screen Shot 2016-09-12 at 12.09.02 PM.png1024×576 551 KB

At about 48mins into the game. We are about wage a war. Keep on expanding our borders in the Galactic Center and pick the good planets to colonize to deny the enemy a foothold on them. Grow them and select one to become your next level 5 planet.

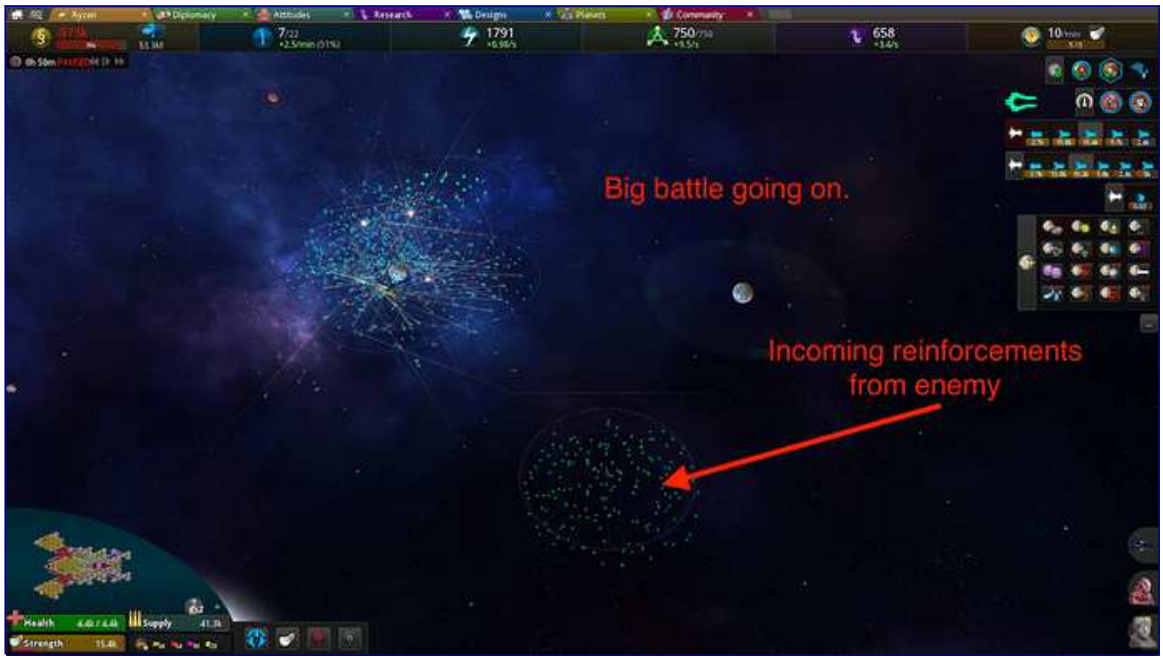
Sep '16

The Battle is about to begin!

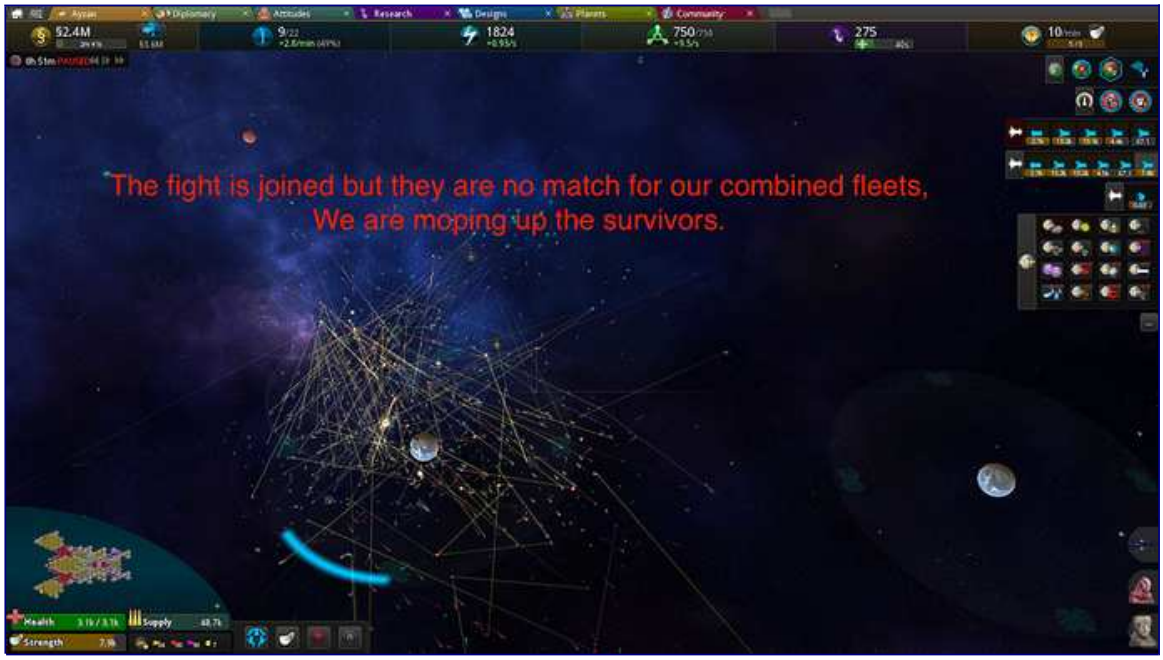
They built a fling beacon, this can "fling" things into other parts of the Galaxy, uses FTL depending on the mass and distance involved.
It has a support fleet defending it.
A high attack fleet here.

Screen Shot 2016-09-12 at 2.01.35 PM.png1024×576 547 KB

Screen Shot 2016-09-12 at 2.05.46 PM.png1024×576 573 KB



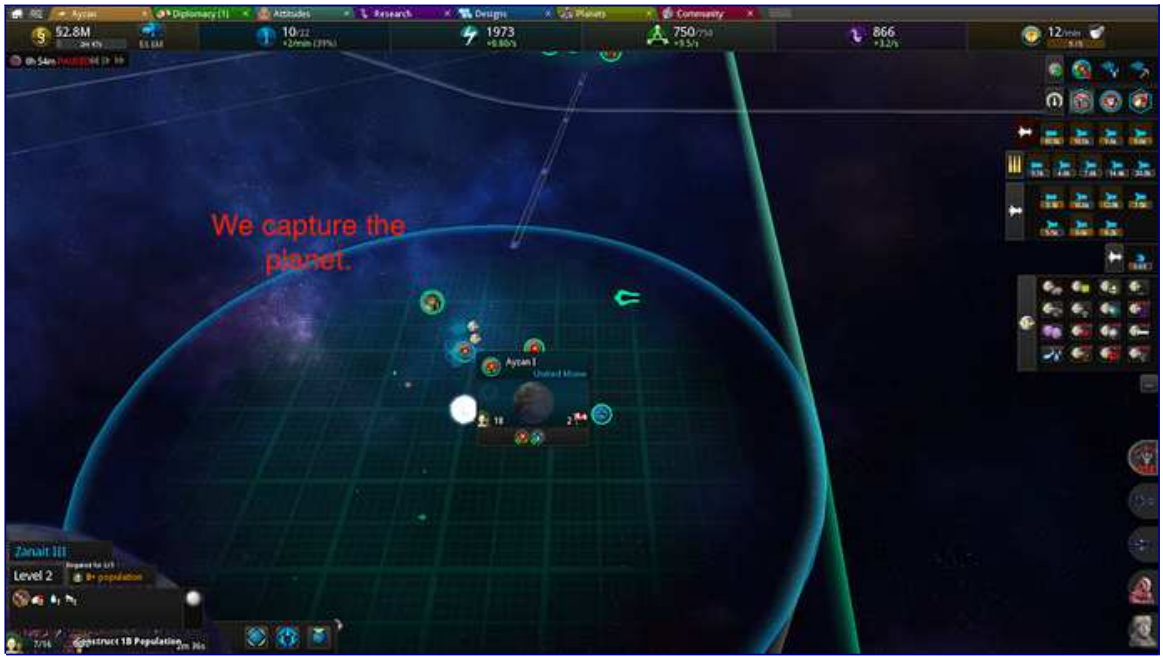
Screen Shot 2016-09-12 at 2.10.24 PM.png1024×576 558 KB



Screen Shot 2016-09-12 at 2.13.34 PM.png1024×576 609 KB

This blue arc is an indicator for how
close the planet is to be captured. When it
completes a circle, the planet becomes ours.

Screen Shot 2016-09-12 at 2.16.14 PM.png1024×576 574 KB



Screen Shot 2016-09-12 at 2.25.31 PM.png1024×576 577 KB

In my experience, RTS Games are brutal. Anyone having a slight leg up in terms of production and military strength can and will crush their opponents at will.

Here, our fleet decimated their defences and captured the main planet that belonged to Oko.

We not that their starting planet is a special one that contains both water and food as a starting resource. It’s not very good for us. But we’ve basically dealt the Oko a very serious blow.

Screen Shot 2016-09-12 at 2.29.16 PM.png1280×720 722 KB

We have 2 choices, to destroy them totally or to subjugate them.

Let’s try subjugating them. We do it through the diplomacy screen.

Screen Shot 2016-09-12 at 2.31.00 PM.png1280×720 717 KB

Screen Shot 2016-09-12 at 2.31.56 PM.png1024×576 509 KB

Screen Shot 2016-09-12 at 2.35.12 PM.png1024×576 580 KB

Screen Shot 2016-09-12 at 2.36.52 PM.png1024×576 570 KB

Screen Shot 2016-09-12 at 2.39.25 PM.png1024×576 573 KB

Screen Shot 2016-09-12 at 2.39.35 PM.png1024×576 559 KB

The Mono’s teleport capability allows us to strip a conquered planet’s population for colonization really fast. Our only limitation is our FTL. Which we have a very fast generation rate thanks to our FTL Crystals on Cico’s Capital which is a level 5 planet.

We’ll proceed to lay waste to them since they are unwilling to surrender.

Game Mechanics: Surrender As a player, you can actually surrender to a superior empire and still continue playing the game. The game will end when your masters rule the whole galaxy or you gets destroyed totally. This allows you to keep playing even if you have “lost” the larger war and take part in a sort of limited “victory” when you help your master conquer the galaxy!

Sep '16

We tried colonizing this earlier but discover that the
Terrakin has colonized it ah ahead of us.
We build a new Gate at the border and
set our fleet's rallying point here
We also make the planet use our defence resource
to generate Support ships.

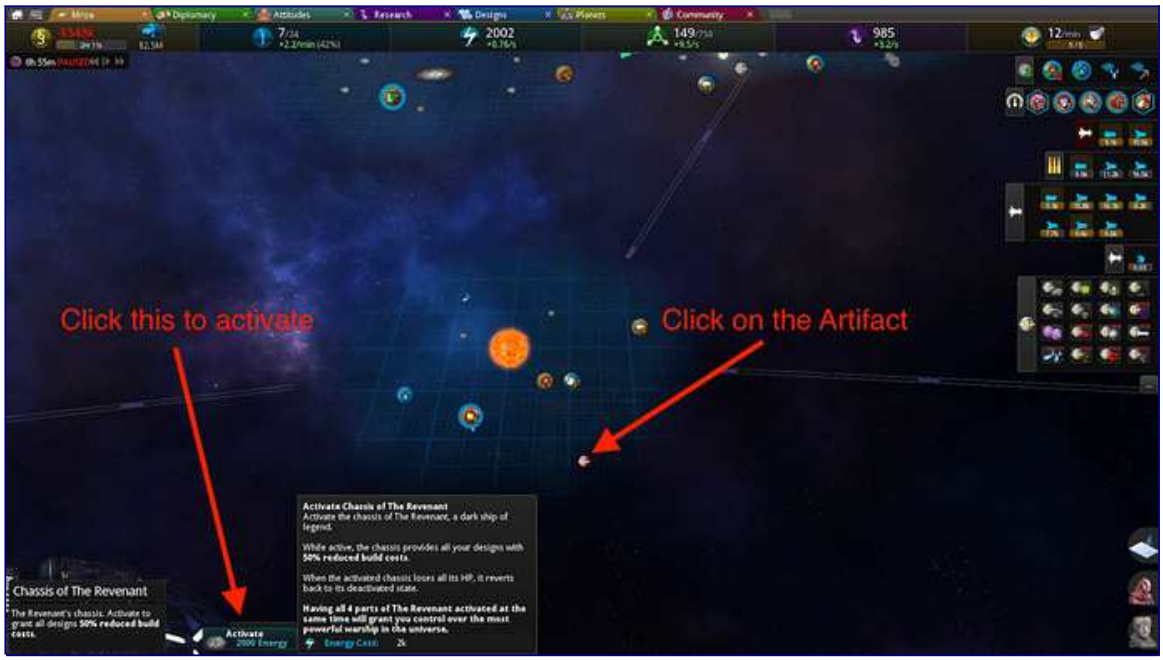
Screen Shot 2016-09-12 at 2.48.22 PM.png1024×576 588 KB

Destroying our enemy is fun but
we do not forget things in the bigger picture
Our energy just managed to reach 2001.
Let's activate an artifact!

Screen Shot 2016-09-12 at 2.53.19 PM.png1024×576 565 KB

Screen Shot 2016-09-12 at 2.56.39 PM.png1024×576 594 KB

We'll be activating the reduced build costs Artefact and use it to build the next generation of increased sized Ships!



Screen Shot 2016-09-12 at 3.00.05 PM.png1024×576 577 KB

Screen Shot 2016-09-12 at 3.01.56 PM.png1024×576 553 KB

Artifacts are generated around the Galactic Center and offer extremely powerful bonuses.

Be sure to get as many of them as possible.

Sep '16

Screen Shot 2016-09-12 at 3.13.48 PM.png1280×720 478 KB

Screen Shot 2016-09-12 at 3.14.35 PM.png1280×720 781 KB

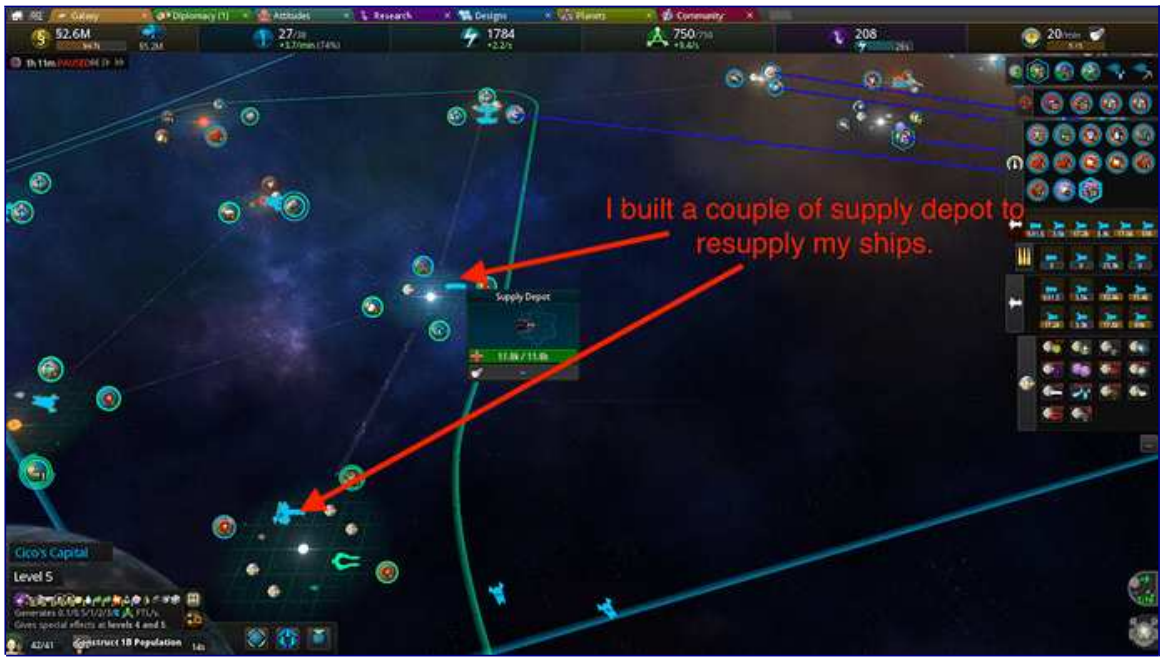
Screen Shot 2016-09-12 at 3.25.25 PM.png1024×576 537 KB

At the 1 hour mark, our empire stretch across 1/2 the galaxy.
We are slowly capturing the Oko planets.
Maybe we should offer another chance at letting them surrender?

Screen Shot 2016-09-12 at 3.29.04 PM.png1024×576 619 KB

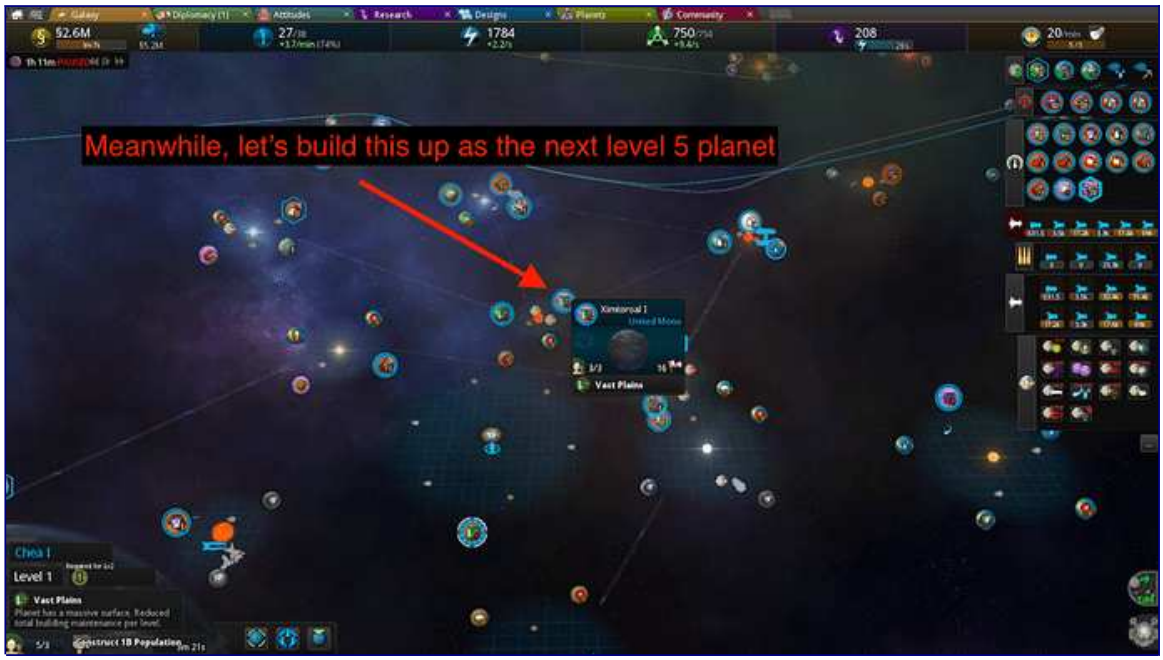
Capturing planets is a slow business. Maybe we should offer them a chance at surrender.

Sep '16

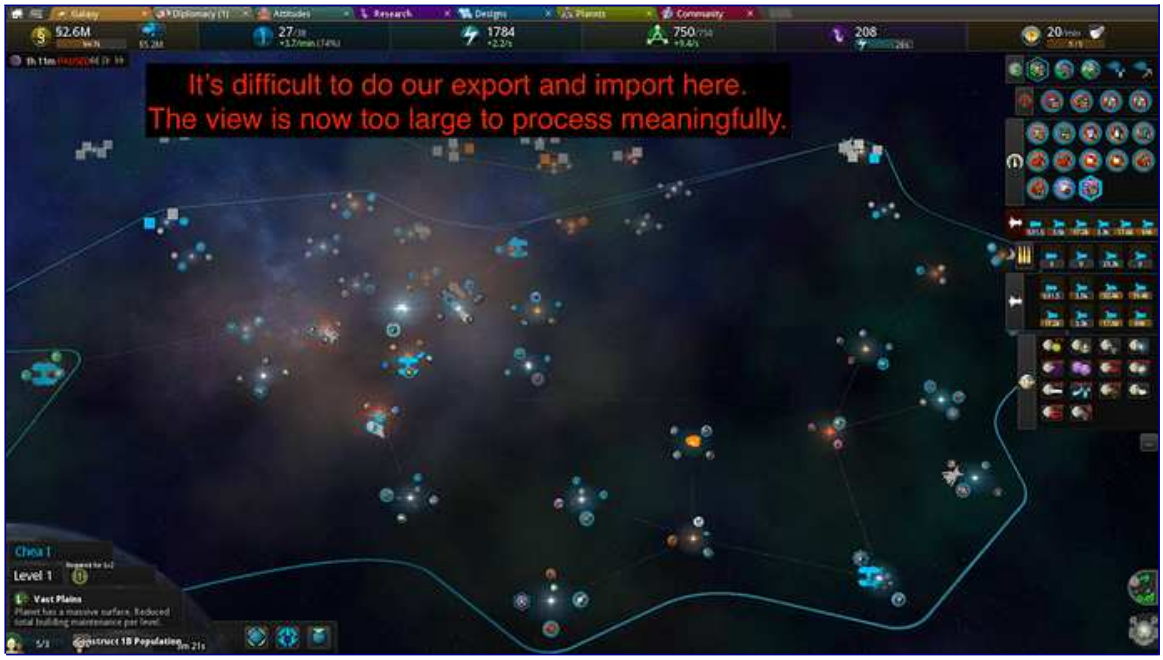


Screen Shot 2016-09-12 at 3.50.34 PM.png1024×576 609 KB

Screen Shot 2016-09-12 at 3.50.47 PM.png1024×576 635 KB

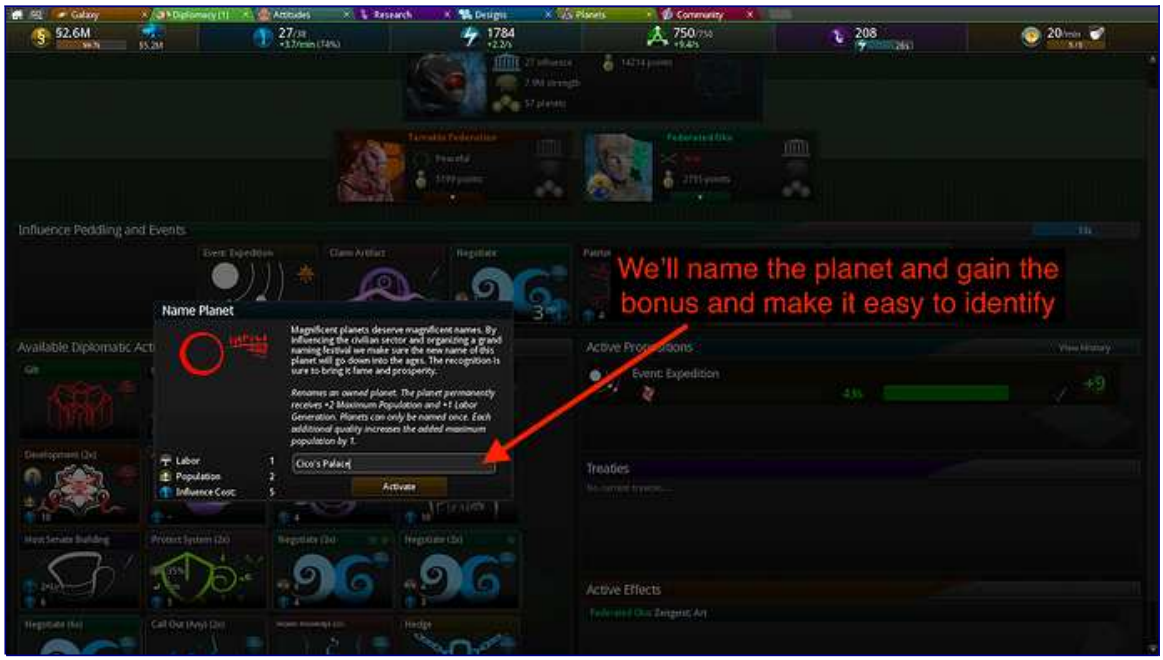


Screen Shot 2016-09-12 at 3.53.15 PM.png1024×576 590 KB

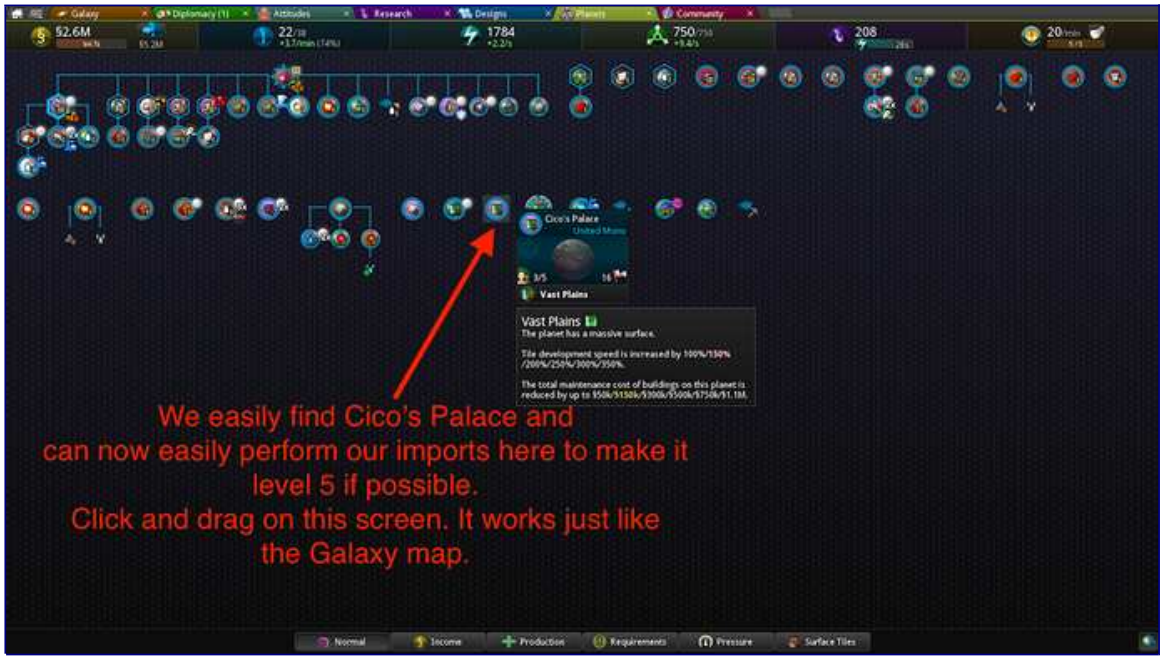


Screen Shot 2016-09-12 at 3.54.48 PM.png1024×576 582 KB

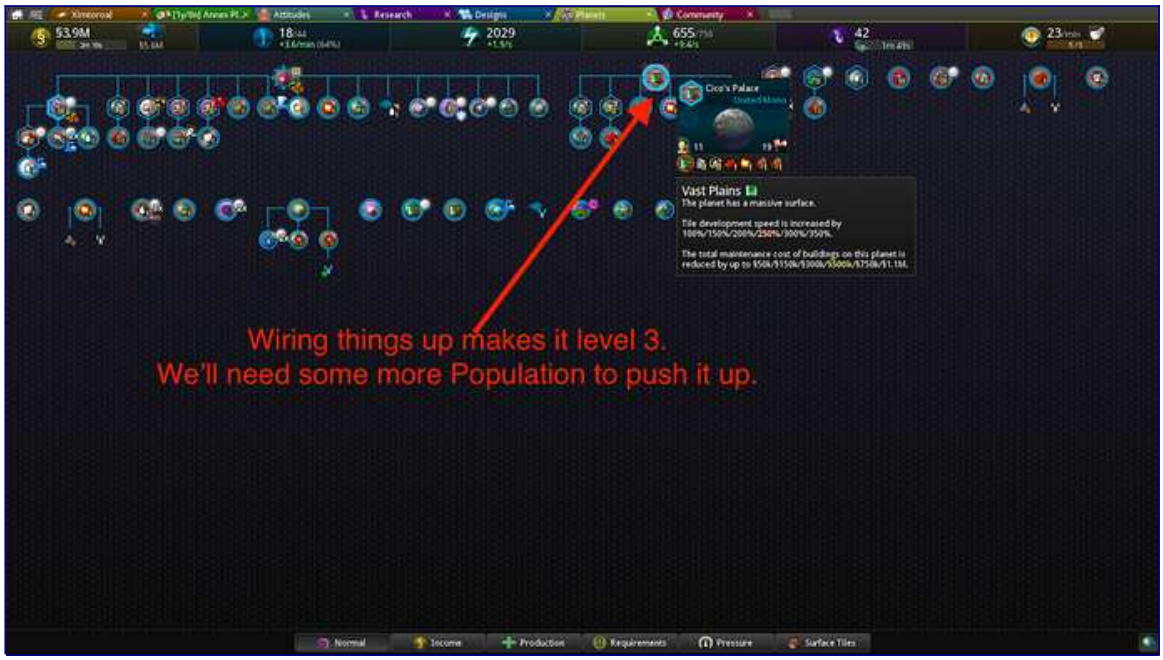
Now the empire is too large to parse meaningfully. So we'll now use the Planets screen to link our exports!



Screen Shot 2016-09-12 at 3.57.51 PM.png1280×720 506 KB

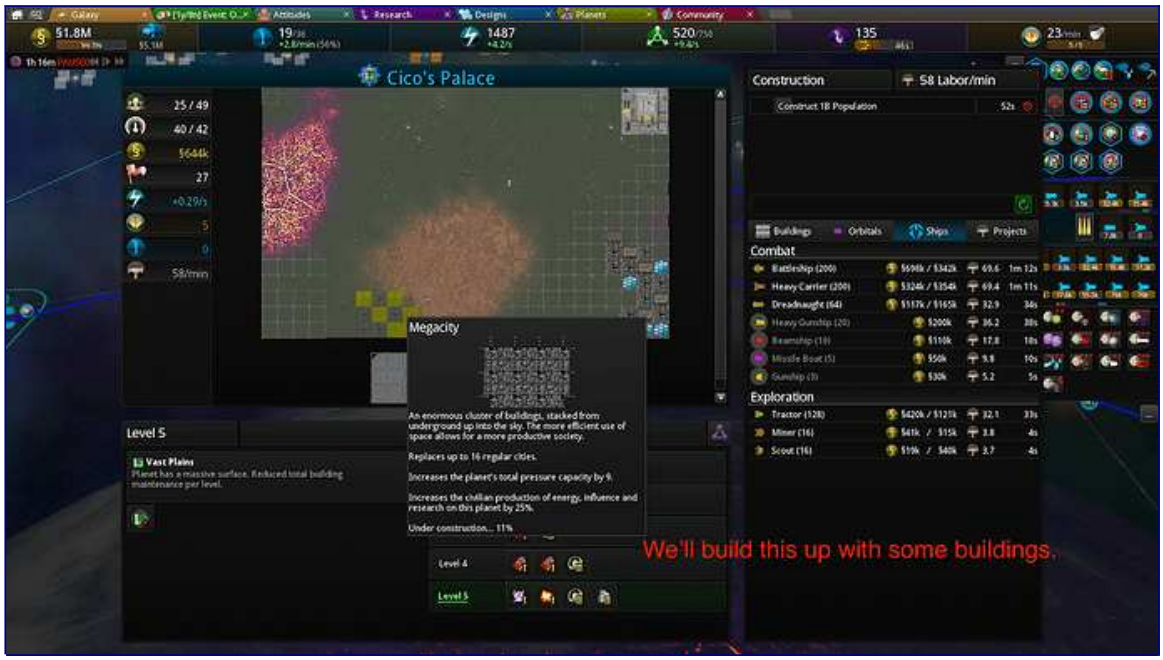

We easily find Cico's Palace and
can now easily perform our imports here to make it
level 5 if possible.
Click and drag on this screen. It works just like
the Galaxy map.

Screen Shot 2016-09-12 at 3.59.15 PM.png1024×576 552 KB



Screen Shot 2016-09-12 at 4.11.53 PM.png1024×576 528 KB

Screen Shot 2016-09-12 at 4.25.20 PM.png1024×576 517 KB



Screen Shot 2016-09-12 at 4.26.53 PM.png1280×720 793 KB

Sep '16

Screen Shot 2016-09-12 at 4.35.51 PM.png1024×576 593 KB

The continual attacks on their planets forced them to surrender at last!

Screen Shot 2016-09-12 at 4.38.04 PM.png1024×576 530 KB

[Screen Shot 2016-09-12 at 4.38.13 PM.png1280×720 726 KB]

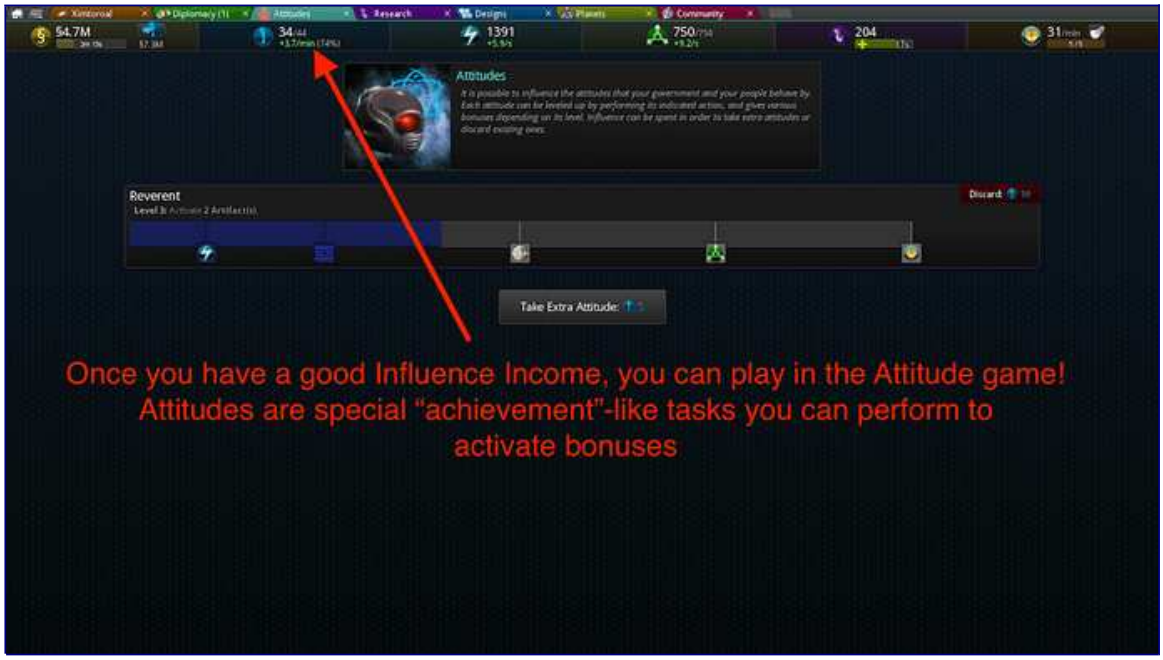
With the Oko subjugated, we set our sights on the remaining opponent. The Terrakin.

While we were dealing with the Oko, the Terrakin must have expanded into their Surrounding planets. It's time to refit our ships and prepare for another war!
Wozloa II

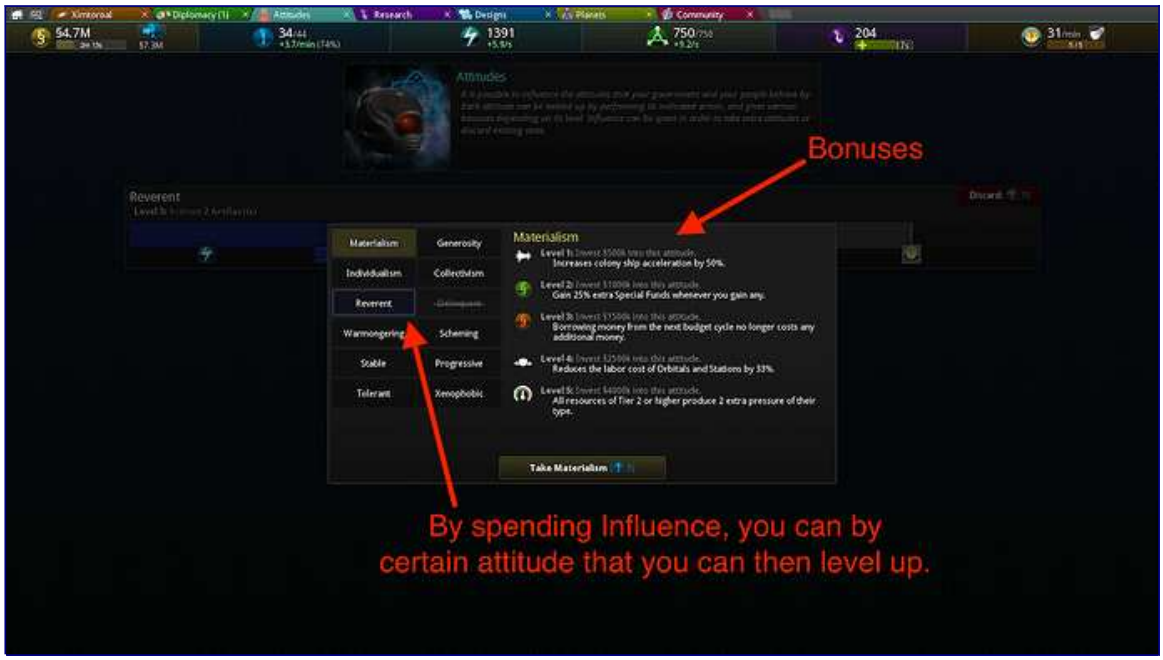
New to DLC, Attitudes.

I was so focused on on the guide that I forgot about attitudes.

The DLC introduced a new feature called Attitude.


Attitudes
Reverent
Take Extra Attitude:
Once you have a good Influence Income, you can play in the Attitude game!
Attitudes are special "achievement"-like tasks you can perform to
activate bonuses

[Screen Shot 2016-09-12 at 6.20.03 PM.png1024×576 416 KB]



[Screen Shot 2016-09-12 at 6.23.19 PM.png1280×720 470 KB]

The bonuses are powerful and will need time to gain levels. So it’s good to start getting them as soon as you can.

Preparing for a tougher opponent

Screen Shot 2016-09-12 at 6.31.53 PM.png1280×720 479 KB

Left Click on a Fleet,
The right click on our planet.
Then select Retrofit to upgrade our fleets.
We will utilize the 2 level 5 planets
we have to do this for speed.

Screen Shot 2016-09-12 at 6.33.58 PM.png1024×576 560 KB

After some preparations, ready for War!

Screen Shot 2016-09-12 at 9.36.15 PM.png1024×576 567 KB

Screen Shot 2016-09-12 at 9.36.04 PM.png1024×576 539 KB

Screen Shot 2016-09-12 at 9.53.10 PM.png1024×576 583 KB

Screen Shot 2016-09-12 at 9.53.20 PM.png1024×576 564 KB

There is no match for an outsized economy.
And we captured their capital with another force we sent.
Their main fleet got destroyed.

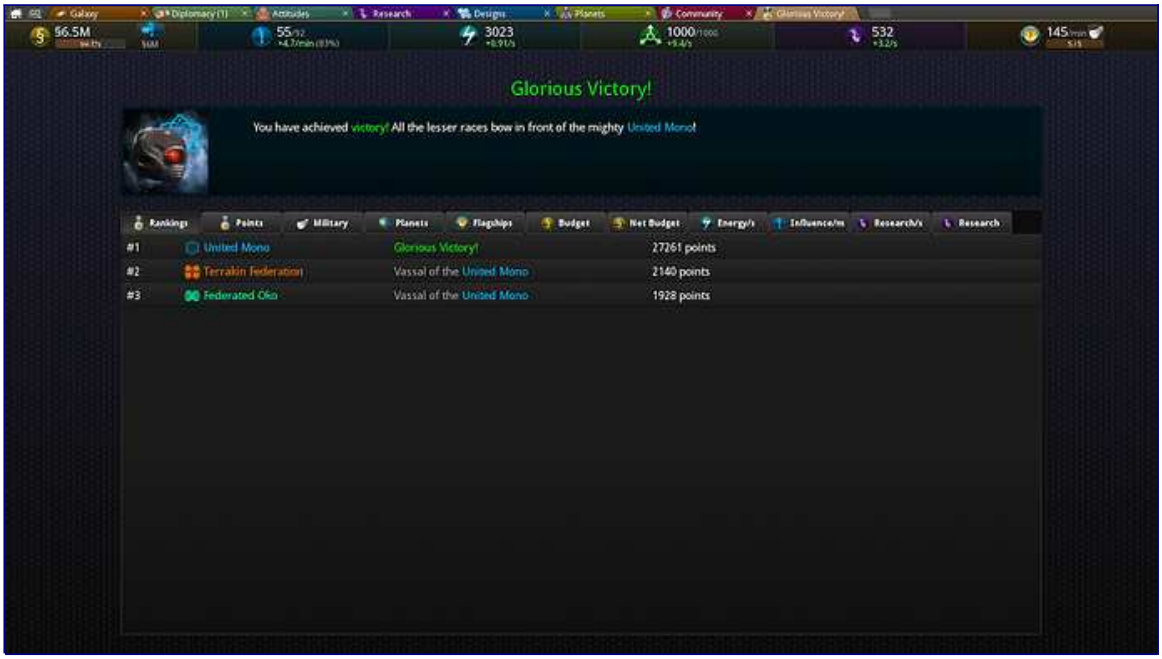
Screen Shot 2016-09-12 at 9.56.34 PM.png1024×576 620 KB

Screen Shot 2016-09-12 at 9.56.43 PM.png1024×576 576 KB

Victory!

Screen Shot 2016-09-12 at 10.10.36 PM.png1024×576 610 KB

Which we will accept and thus end our beginner game in victory.


Glorious Victory!
You have achieved victory! All the lesser races bow in front of the mighty United Mono!
#1 United Mono Glorious Victory! 27261 points
#2 Terrakin Federation Vassal of the United Mono 2140 points
#3 Federated Oko Vassal of the United Mono 1928 points

Screen Shot 2016-09-12 at 10.13.03 PM.png1280×720 457 KB

Some thoughts

The game is against 2 easy opponents with zero aggression. So it is very easy to win. Their economies were nowhere close to ours even when we had a slow start as Mono.

Our game played out quite typically as an RTS game. The one with the bigger economy wins.

There is not much chance to research. In the end, my research tree was only 1/4 complete, and I did not have the time to build some of the cooler end game features like Ring Worlds.

Screen Shot 2016-09-12 at 10.16.12 PM.png1024×576 490 KB

Once, the economy is built up, the wars will keep you busy. I feel that there is much more to learn about combat. There are other cool weapons technologies we have yet to see as I had focused mainly on defeating the enemy economically. I am sure that if we play against the hard AI, we'll need a lot more strategy and tactics to win.

Overall, it has been fun and I learned quite a bit about the DLC stuff.

I hope this has been enough to get you started on your own SR2 game. It's quite a joy to play. And thanks for staying with me up till now. Thank you guys for the encouragement. Took quite an effort!

Until next time!